

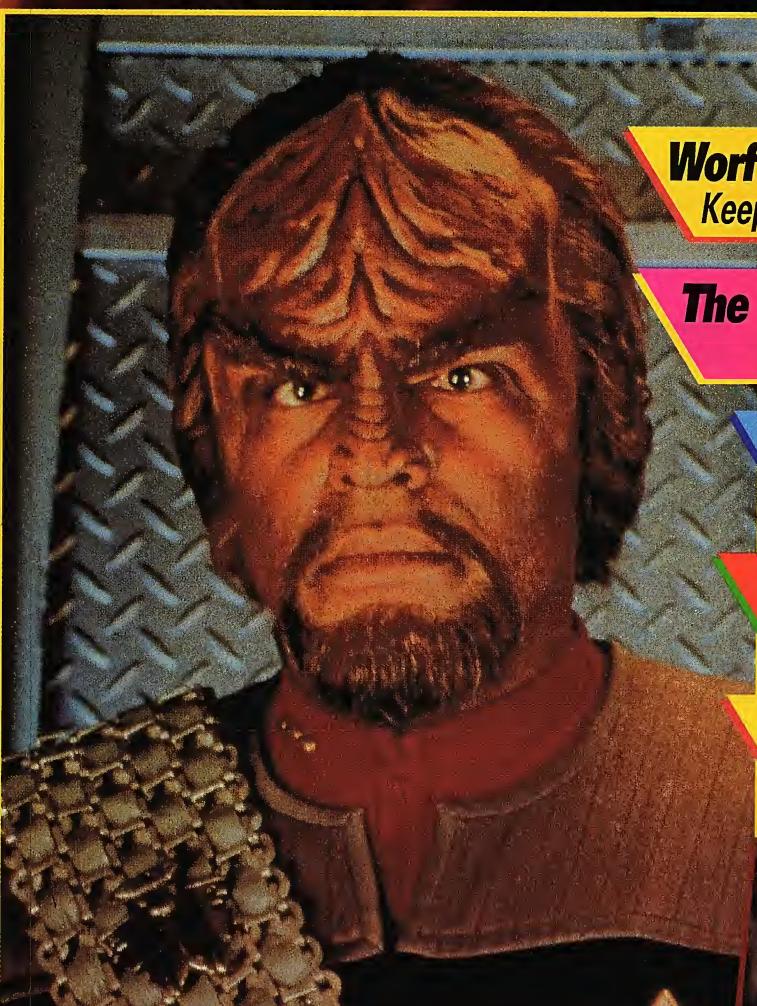
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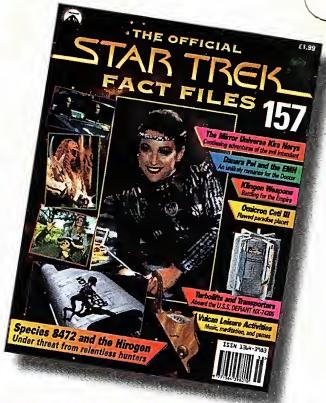
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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 12



OTHER GROUPS
AND RACES

THE BREEN

Of all the Alpha Quadrant powers, the Breen are the most unpredictable and enigmatic — and therefore one of the most dangerous. Little is known about this inscrutable masked species, as few who cross them live to tell the tale.

The Romulans are a duplicitous race, but even they have a saying: "Never turn your back on a Breen." This enigmatic species has a reputation for guile that is exceeded by few, and consequently the race has many admirers. Even if **Cardassians**, humans, or **Klingons** do not approve of Breen activities at times, they cannot help but appreciate their ingenuity.

Secretive species

The Breen are a mystery to outsiders, and apparently prefer it that way. For instance, many intelligence reports maintain that their homeworld is a barren, frozen wasteland — a fact apparently supported by the full body refrigeration suits they wear in alien environments. In 2375, however, it is revealed that the climate of their planet is actually quite temperate, but still the race refuse to explain the need for the all-concealing suits.

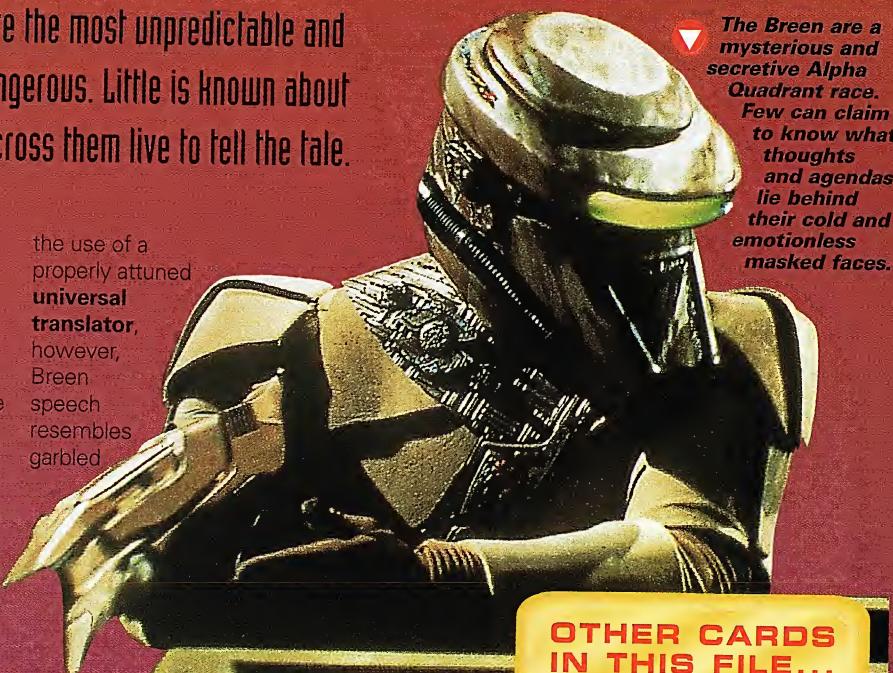
Even the Breen's allies find them to be full of surprises. Part of the mystery is that few have ever seen what lies behind their masks; though the Cardassian **Gul Dukat** and **Deep Space Nine's Major Kira Nerys** may have caught a glimpse when they acquire two refrigeration suits to infiltrate a Breen-run **dilithium** mine on the planet **Dozaria**.

What is known about

Breen physiology is sketchy at best. Their bodies function without blood, though any alternative means of circulation is unknown. Pregnancy at a young age is known to be common among the race, although how this obscure piece of information was gathered is unclear.

The Breen have a well-developed sense of humor, sharing the occasional joke with colleagues from affiliated races. Without

the use of a properly attuned **universal translator**, however, Breen speech resembles garbled



The Breen are a mysterious and secretive Alpha Quadrant race. Few can claim to know what thoughts and agendas lie behind their cold and emotionless masked faces.

REFRIGERATION SUITS

Breen appearance

The Breen have never been seen without their refrigeration suits, which consist of padded beige uniforms with bulky shoulder pads and reinforcements at the elbows and knees. The suits taper into high boots, and are tightened at the midriff by a belt. A soft cloth hood covers the head beneath the helmet. A type of armor protects the vulnerable join between suit and helmet, and a bulky pack is strapped to the suit's back, which presumably contains the refrigeration mechanism. The bronzed metal helmets that complete the ensemble have a circular top section fitted to a sort of angular muzzle that covers the face.

A rectangular strip across the front of the helmet flashes with multicolored blips, and presumably acts as a visual aid. Its high position may indicate that the Breen cranium is a different shape from that of most humanoids.



The refrigeration suits give the Breen an imposing appearance. Their body shape appears to be humanoid, but their faces are kept completely hidden.

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NEXT GENERATION.....File 69
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DEEP SPACE NINE.....File 70

Species	The Breen
Class	M
Quadrant	Alpha
Type	Humanoid

Government In 2375, the Breen ally themselves with the Dominion. Previous contact with other races appears to occur through the Breen Confederacy.

Environment The Breen homeworld is rumored to have a temperate climate, comfortable for most humanoids.

Features The true appearance of the Breen is unknown, thanks to their ever-present refrigeration suits.

Starship log STAR TREK: THE NEXT GENERATION 'The Loss'

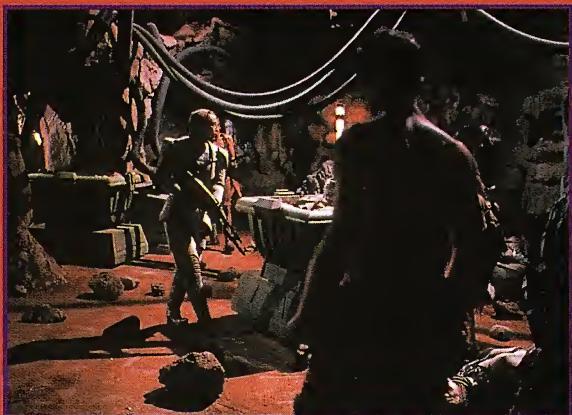
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OTHER GROUPS AND RACES

OTHER GROUPS AND RACES

The Breen have a slave-labor dilithium mining operation on a Class-M world in the Dozaria system. The race's need for this rare element suggests that Breen vessels may be powered by dilithium.



THE BREEN

Two Breen warships pursue a Cardassian ship, the *RAVINOK*, to the planet Dozaria and force the vessel to crashland. Out of the *RAVINOK*'s crew complement of 50, only 38 survive. They are forced to work as slave laborers in the planet's dilithium mines.



bursts of static. This 'white noise' could be a side effect of their masks, as Breen guards who are killed or knocked unconscious sometimes emit a very human-sounding grunt.

Breen technology is formidable. They have developed **type-3 disruptor** sidearms, which fire bolts of blue energy. The race's powerful starships, some of which are organic, also employ this kind of weapon. The Breen are resourceful inventors: in 2375, they develop a revolutionary energy-dampening weapon that gives them and their **Dominion** allies a decided, if relatively short-lived, advantage in the conflict against the **Federation-Klingon-Romulan** alliance. Breen cloaking technology is most likely a principal factor that allows their

invasion fleet to strike **Starfleet Headquarters** on Earth during the war.

The Breen are politically non-aligned prior to their startling decision to join the Dominion – a move taken after top secret **subspace** negotiations with the **Founder** overseeing the **Alpha Quadrant** campaign.

They are not a race to be trifled with, however, and do not tolerate incursions into their territory. During the **Second Empire**, the Klingon **Chancellor Monkwa** sent a fleet of ships to conquer the Breen homeworld. It was never heard from again.

Precise tacticians

The **Breen Confederacy** shares a similar command hierarchy to neighboring powers, with **thots** being roughly equivalent to a Cardassian **legate**. They

In 2372, Gul Dukat and Kira Nerys infiltrate the Breen mining operation on Dozaria. The pair manage to steal two Breen refrigeration suits. This may have allowed them a glimpse of the species' true appearance.

are keen tacticians, able to point out flaws in enemy strategies and defenses that may be missed by other, less exacting races. Breen privateers, however, operate independently, such as the one that attacks the **Bajoran** colony **Free Haven** in 2372.

Breen territory

Breen space is at least three days' high warp from the **Badlands**. They have a sprawling empire, with known outposts near the **Black Cluster** astronomical phenomenon and a dilithium mining operation

on the sole **Class-M** world in the Dozaria system.

In 2366, two Breen warships attack the **Ravinok**, a Cardassian vessel, forcing it to crash on Dozaria. The victors enslave the 38 survivors and force them to mine the dilithium. Conditions are harsh in the dankly illuminated mines; Dozaria is a hot desert world, which partially explains the need for the Breen refrigeration suits. These Bajoran and

GALAXY FACTS

The Breen's four-lobed brains are unreadable by Betazoid telepathic abilities.

The Breen have been known to engage in cultural exchanges with other Galactic powers: in 2370, a Breen pilot participates in a race held at *Deep Space Three*.

In 2368, Breen privateers are suspected of attacking the Federation ship *S.S. Vico*.



BREEN PRISONERS

A cruel race

The Breen are brutal captors. They keep prisoners in small cells for days on end and tolerate no dissent. They are meticulously cautious, entering in pairs to dispense rations. The Breen also engage in painful and thorough interrogation techniques, using cortical implants to probe a prisoner's memory. The process leaves the victim disoriented and weak, and can cause even the strongest to lose consciousness. When they are held captive themselves, Breen bide their time, until an escape opportunity arises.

In 2375, Ezri Dax is captured by the Breen after leaving DEEP SPACE NINE to rescue Commander Worf.

The Breen use devices similar to Klingon painstiks to dispense harsh punishment, or as an aid to their brutal interrogations.



In 2373, a single, silent Breen prisoner is held in Dominion Internment Camp 371.





THE
BAJORANS

The Guide to the STAR TREK Galaxy

FILE 10 CARD 7



THE
BAJORANS

BAJOR AND STARFLEET

Despite many years of hardship under Cardassian rule, the Bajorans survive the occupation of their world. They emerge a still proud and determined people, many of whom are reluctant to accept outside help.

The relationship between the people of the planet **Bajor** and the Federation's **Starfleet** appears, on the surface, to be a simple enough diplomatic association. On closer inspection, however, it becomes clear that Starfleet and its personnel have been directly intertwined with several major events in Bajor's most recent history.

In their earliest encounters with the **Bajoran** race at the beginning of the 2360's,

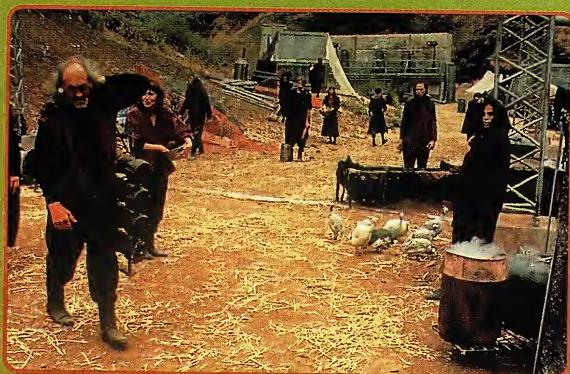
Starfleet is aware of them only as subjects living under the oppression of the **Cardassian Union**, or as refugees living in poverty on numerous border worlds. During this period, the Federation largely allows Bajoran refugees to conduct their own affairs on refugee settlements such as the one on **Valo II**.

Time to intervene

By 2368, however, the growing problem of Bajoran terrorist attacks on Cardassian planets forces Starfleet to

intervene. Until this time, the Federation as a whole is largely unaware of the level of indigence and harsh conditions that the Bajorans are facing under the cruelty of the Cardassians.

A year later, the Federation-Cardassian peace treaty is signed and, at the same time, the long Cardassian occupation of Bajor ends. Most Bajorans are against requesting outside support for their world, but Starfleet once again becomes involved in Bajoran affairs when it takes over stewardship



Poverty stricken

In the early 2360's, most Federation citizens are unaware of the terrible conditions of poverty in which Bajoran refugees are forced to live.

of the former Cardassian ore processing space station **Terok Nor**, in orbit of Bajor. The station's personnel is split between officers and crew from Starfleet and members of the **Bajoran Militia**.

The **provisional government** officially requests Federation help in running the station, now designated as **Deep Space Nine**; in turn Starfleet supplies support craft in the form of **Danube**-class **Runabouts** (and, later, a **Defiant**-class warship), hardware, and manpower.

BAJORANS AND STARFLEET

Sacrifices

In keeping with Federation policy, Starfleet welcomes many ex-patriot Bajorans into its ranks to serve as line officers and starship crew, such as Ensign Ro Laren, who serves under Captain Jean-Luc Picard aboard the **U.S.S. Enterprise NCC-1701-D**. Another Bajoran officer who serves aboard the **Enterprise** is Ensign Sito Jaxa. Sadly, Sito is lost in the line of duty after volunteering for a covert mission that requires her to pose as the prisoner of Joret Dal, a Cardassian working for the Federation.



Ensign Sito poses as Joret Dal's prisoner to help him return to Cardassia.



Ro Laren also serves on the ENTERPRISE. She helps reveal that the Cardassians have attacked Federation territories.

Ensign Sito Jaxa is assigned to the U.S.S. ENTERPRISE after graduating from Starfleet Academy. She is later killed in the line of duty.

Unwanted help

At this stage, the relationship between the Bajorans and Starfleet is somewhat antagonistic, as exemplified by the words of **Major Kira Nerys**, the Bajoran first officer of **Deep Space Nine**: "the Federation have no business being here." Neither the Bajoran provisional government nor **Starfleet Command**, however, are prepared for the chain of events that follow **Commander Benjamin Sisko**'s discovery of a stable wormhole close to Bajor – otherwise known as the **Celestial Temple of the Prophets** in Bajoran religious texts.

Commander Sisko is named as the **Emissary**, and the fact that it is a Starfleet officer who has assumed this role becomes





DEEP SPACE NINE becomes the first and only line of defense for Bajor, against hostile ships and races.



In 2373, the Bajoran provisional government considers Federation membership, but they are advised not to join by the Emissary.

of paramount importance over the following seven years. Sisko's dual role as a Bajoran religious figure and Starfleet officer helps to build bridges between Bajor and the Federation, bringing the Bajorans to the brink of Federation membership.

As well as Sisko's less tangible, quasi-mystical connections to the Bajorans, the commander also acts as the voice and instrument of Starfleet policy on behalf of the Federation and, in several cases, in defense of Bajor.

Starting again

After the destructive, Cardassian withdrawal in 2369, much of Bajor and *Deep Space Nine* has been ransacked and ruined; Sisko and his staff direct the delivery and maintenance of many key repairs to Bajoran facilities on and off the planet. Engineering crews, including **Chief of Operations Miles O'Brien**, help to install equipment such as **industrial replicators**, given to the Bajoran provisional government by the Federation to help them reconstruct their economy, and **soil reclaimers** with which to detoxify croplands rendered barren by the Cardassians.

Along with these humanitarian efforts, Starfleet has also found itself compelled to defend *Deep Space Nine* and the Bajoran habitable worlds with armed, deadly force from outside aggressors.

The Guide to the STAR TREK Galaxy

FILE 10 CARD 7

BAJOR AND STARFLEET



THE
BAJORANS



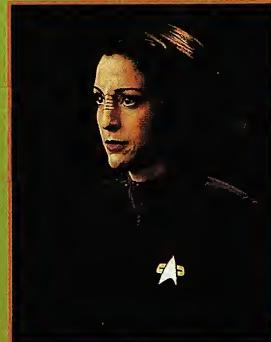
THE
BAJORANS



Major Kira Nerys is initially hostile toward Starfleet personnel, but she eventually comes to accept their presence over Bajor.

In the early years after the Cardassian withdrawal, between 2369 and 2371, Bajor has little or no ability to defend itself beyond a modest standing army. In addition to rendering economic aid, Starfleet's imperative to its officers aboard *Deep Space Nine* is

also to monitor and control the stability of the area – an especially sensitive sector of space given its proximity to a stable wormhole that leads to the **Gamma Quadrant**. In this capacity, *Deep Space Nine* stands as the first line of defense for Bajor. In later years, the



In 2375, Kira Nerys is promoted to the rank of colonel. She also accepts a temporary Starfleet commission from Captain Sisko.

threats to this system grow from incursions by pirate craft and the occasional belligerent **Cardassian Warship**, to fleets of **Klingon Battle Cruisers** and **Dominion** craft intent on invasion.

Power struggle

During the course of the Dominion war, *Deep Space Nine* is temporarily commandeered by Dominion-Cardassian forces, and it is feared by some that this could signal a prelude to Cardassia's reoccupation of Bajor.

GALAXY FACTS

Some Starfleet personnel and Bajoran citizens also become linked through the terrorist organization called the Maquis. Together they fight against a common enemy – the Cardassians.

Bajor's religious leader, Kai Opaka, first recognizes Benjamin Sisko as the Emissary.

Fortunately, Starfleet fights back, and the station is reclaimed in 2374.

By the end of the Dominion war in 2375, Captain Sisko is rumored to have taken his place with Bajor's mythical

Prophets. The relationship between Bajor and Starfleet has come to the end of one phase and now stands ready to move on to the next. It remains to be seen if Bajor will follow its original intention of joining the Federation, or stay an aligned world, but whatever choice the provisional government makes, Starfleet has proved that it intends to stand by its promise to guide the Bajorans on the path to regaining their former status as a dynamic interstellar culture.

RECLAIMING DEEP SPACE NINE

Second occupation

Even with the upgrading of *Deep Space Nine*'s weapons and defense systems, such as powerful phaser batteries and photon torpedo launchers, and the posting of the **U.S.S. Defiant NX-74205**, Starfleet is forced to surrender the station to an invading fleet of Cardassian and Jem'Hadar ships in 2373. The change of stewardship is not permanent, however, and in mid-2374, Starfleet successfully

executes 'Operation Return' – Captain Sisko's plan to liberate *Deep Space Nine* and drive out the Dominion threat. Bajor's militia possesses several sub-impulse fighters and light, non-warp capable combat vessels, but these are unable to defend against larger interstellar starships in combat; thus Bajor's association with Starfleet provides for the planet's continued defense and wellbeing.



Despite upgraded defenses, **DEEP SPACE NINE** is captured by the Dominion-Cardassian alliance.



Odo and Kira sabotage **DEEP SPACE NINE**'s systems just before the Dominion arrive on board.

The space station is renamed **TEROK NOR** under the rule of the Dominion-Cardassian forces.



FILE 40 OTHER STARSHIPS



Sisko's Jem'Hadar Attack Cruiser

A chance encounter with a downed *Jem'Hadar Attack Cruiser* on a remote world provides the Federation with a valuable tool to use against the Dominion.

In 2373, **Benjamin Sisko**, captain of **Federation** space station *Deep Space Nine* and the *U.S.S. Defiant NX-74205*, successfully fights for possession of a crashed *Jem'Hadar Attack Cruiser* on the **Class-M** planet **Torga IV**. The vessel has endured a considerable beating – it is badly damaged, and its **Vorta** commander and all 42 of its **Jem'Hadar** crew are dead – but Sisko is determined to secure it for study. He describes it as “the greatest intelligence find of the last 10 years,” and is certain the discovery will aid the Federation in its war against the **Dominion**.

On Torga IV, **Chief Miles O'Brien** begins Starfleet's examination of the *Attack Cruiser*'s

unusual design when he attempts to repair the vessel's main power and drive systems. It soon becomes clear from the configuration of the ship's systems, **ion drive propulsion**, and virtual display controlling units that the engineering involved has little in common with Federation specifications. This convinces Sisko that it is imperative the ship be delivered into the hands of specialist Starfleet engineers and scientists for more detailed study.

The warship is towed away from the planet by the *Defiant*, and taken to **Starbase 375**, under the command of **Admiral Bill Ross**. Over the following year, it is studied and completely rebuilt, repairing the significant damage caused



During a routine mineral survey of Torga IV, a Starfleet away team are surprised to witness a JEM'HADAR ATTACK CRUISER crashlanding on the planet's surface.

SISKO'S JEM HADAR ATTACK CRUISER

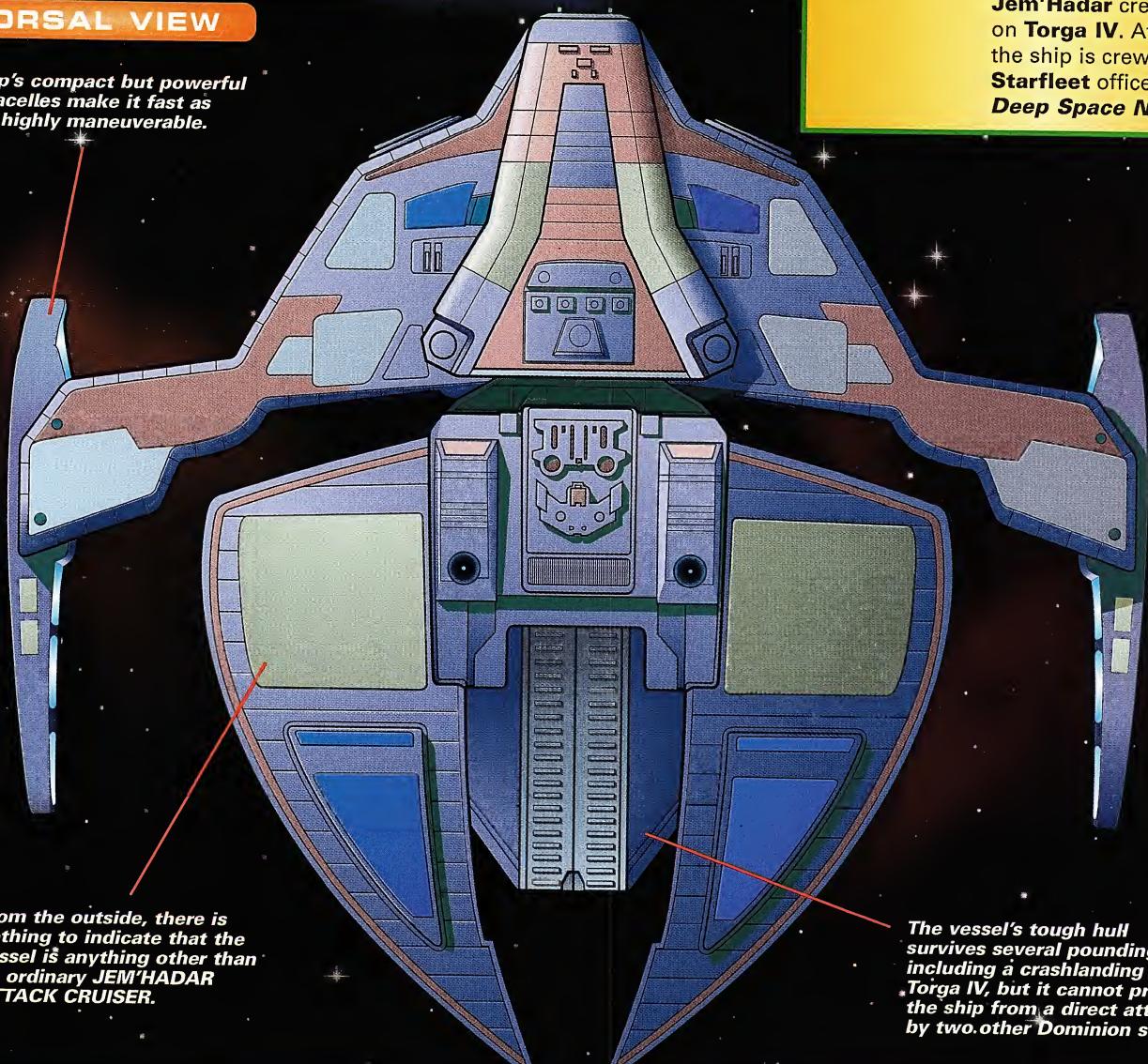
First Recorded: Stardate 50049

Commander: **Captain Benjamin Sisko** takes the captain's chair.

Crew: All of the vessel's **Jem'Hadar** crew die on **Torga IV**. Afterward, the ship is crewed by **Starfleet** officers from **Deep Space Nine**.

DORSAL VIEW

The ship's compact but powerful warp nacelles make it fast as well as highly maneuverable.



Sisko's Jem'Hadar Attack Cruiser

during the crash and subsequent battle on Torga IV. In 2373, Admiral Ross orders Captain Sisko to Starbase 375 and presents the surprised officer with not only the newly restored and fully functional ship, but also its command.

Starfleet has discovered the Dominion's main **ketracel white** storage facility deep inside **Cardassian** space, and Admiral Ross plans to use the *Jem'Hadar Attack Cruiser* to penetrate Dominion defenses and destroy the facility. With the **Bajoran wormhole** still successfully mined, the Jem'Hadar have been unable to resupply the **Alpha Quadrant** with this vital drug for the past three months; destroying their production facilities in the Alpha Quadrant will therefore deal the Dominion a significant blow. Sisko – quickly recovering from the initial shock of being relieved of his command of the **U.S.S. Defiant NX-74205** – eagerly grasps this vital mission, and over the next two weeks selected members of the *Defiant* crew set about learning how to fly the Jem'Hadar ship.

Few home comforts

Accepting the hardships of life aboard a Jem'Hadar vessel, the crew sets out on its mission with limited medical supplies, few field rations, and no seating; the warship lacks sickbay, food **replicators**, or chairs. A **Vorta** leader and his Jem'Hadar First usually control the ship via **virtual display headsets**; these devices are naturally designed for Dominion rather than human physiology, and prolonged headset use leaves Sisko with a raging headache. The captain takes frequent painkilling injections from **Dr. Julian Bashir**, but control ultimately has to be shared with **Elim Garak**, whose Cardassian



Garak volunteers to take over wearing the virtual display headset. Without windows or the main viewscreen typical of a Starfleet vessel, this is the only way to see where the ship is heading.



The appropriated ATTACK CRUISER serves its purpose, but is damaged as it retreats from Dominion space and falls into a watery grave. Its crew salvage what they can from the wreck on a small raft.

biology allows him to operate the device more comfortably than his human colleagues.

On the vessel's first flight under Sisko's command, it is detected in **Bajoran** space by the **U.S.S. Centaur**. The ship's commander, **Captain Charlie Reynolds** launches an immediate attack. Sisko cannot take the risk of blowing his cover by communicating with the *Centaur*, but equally has no wish to use the warship's superior firepower to destroy an innocent Starfleet vessel. When his ship's guidance thrusters sustain heavy damage, Sisko takes the decision to drop out of warp inside Cardassian space; using his knowledge of Reynolds' tactics, as well as the warship's superb maneuverability, Sisko then targets the *Centaur*'s weapons array, making sure not to cripple the Starfleet ship's main engines. Further conflict is avoided when three additional *Jem'Hadar Attack Cruisers* approach the *Centaur*, forcing Reynolds to beat a hasty retreat into friendly space.

As soon as repairs to the ship's systems get under way, Captain Sisko resumes a course for the secret base, unhappy that he could not help his Starfleet friend, but certain that Reynolds' command abilities will pull him out of trouble. Completely ignored by the other Jem'Hadar ships, Sisko's new vessel proves to be well worth the time and effort spent on it. To all intents and purposes, it appears to be another loyal Dominion craft, carrying out its duty to the **Founders**. The warship remains unchallenged all the way to the asteroid storage facility.

Mission of destruction

On arrival, Sisko observes the routine for exchanging empty cylinders in the warship's hold for full cylinders on the small planetoid. With the entire operation taking just 92.3 seconds, a bomb stored inside an empty exchange cylinder is set to detonate in three minutes – hardly enough time to reach the minimum safety distance of 800 kilometers, but well within the *Jem'Hadar Attack Cruiser*'s excellent performance capabilities. Unfortunately, Sisko and his crew find themselves trapped inside the safety net when the bomb explodes prematurely, hitting the warship with the full force of a huge detonation.

All of the crew survive the explosion and the warship's structure remains intact, starkly illustrating the incredible resilience of the Dominion ships and the enormous threat they pose to Starfleet forces. Even with the **deflectors** down, the guidance system destroyed, the **core matrix** burnt out, and primary life support off-line, the warship is still able to sustain the crew, although a punishing assault by two other *Jem'Hadar Attack Cruisers* cuts short the full restoration of main power.

Sisko and his officers manage to cope with this new attack, as well as a subsequent journey through a dark matter nebula. Ultimately forced to make a watery landing on a hidden Class-M planet, Sisko's *Jem'Hadar Attack Cruisers* sinks majestically into the sea. This is a rather ignominious end for a vessel that not only successfully performed its mission of destroying the **ketracel white** complex, but also kept its crew very much alive.



Specially trained Starfleet scientists and engineers spend a year studying and repairing the damaged Dominion vessel at STARBASE 375, under the direction of Admiral Ross.



U.S.S. DEFIANT veteran Jadzia Dax proves to be a worthy addition to Captain Sisko's crew aboard the JEM'HADAR ATTACK CRUISER.



Chief O'Brien has precious little time to get to grips with the differences between Starfleet and Dominion technology. Most of his technical knowledge has to be acquired during the mission itself.



Young Starfleet hopeful Cadet Nog never guessed that he would find himself at the controls of an enemy ship during his field placement assignment to DEEP SPACE NINE.



Dr. Bashir's Genetic Enhancements

Genetic resequencing has been outlawed by the Federation; individuals who have been genetically enhanced can be prohibited from joining Starfleet, and even imprisoned. An exception is made for Dr. Julian Bashir, who has proved to be a valuable asset during his years of service on *Deep Space Nine*.

Deep Space Nine's chief medical officer, Julian Bashir, is a brilliant doctor and history buff, a mean darts and racquetball player, and the only known genetically enhanced officer to be serving in Starfleet.

Dr. Bashir's enhanced abilities range from simple physical feats, such as extraordinary skill at darts, to remarkable mental gymnastics. Prior to the revelation that his amazing abilities are not natural, Bashir does his best to hide the full extent of his brilliance from his friends and colleagues. Once the truth is out, however, he acts as if a huge burden has been removed from his shoulders. In fact, Garak even accuses his friend of taking every opportunity he can to "show off."

Bashir now thinks nothing of revealing his ability to calculate time and statistics as accurately as a computer. For example, on

board Captain Sisko's stolen *Jem'Hadar Attack Cruiser*, he mentally makes calculations faster than Jadzia Dax can confirm them with her computer. Garak wryly comments that this is no surprise, as the doctor and the computer think alike.

Genetics can be fun

Bashir even begins to have fun with his enhanced abilities at his friends' expense, as when he, Dax, and Chief Miles O'Brien take part in an experiment to investigate a rare **subspace** compression in a *Runabout*. Knowing that the vessel and its crew will gradually shrink in mass the closer they are to the phenomenon makes O'Brien uncomfortable, but Bashir simply teases his nervous friend by informing him that the chief will shrink at a faster rate than him, because he is sitting precisely "1.14 meters closer to the focal point of the anomaly."

GENETIC ACHIEVEMENTS



Friends regardless

Chief Miles O'Brien stands by his friend and holds no prejudices against the genetically enhanced doctor, even when Bashir describes him as "uncomplicated."

PROFILE ON GENETIC ABILITIES

BEFORE GENETIC RESEQUENCING: Prior to the age of six, Julian Bashir showed slow academic progress at school.

AFTER GENETIC RESEQUENCING: After receiving illegal treatments on Adigeon Prime, Julian's progress in the academic and sporting fields improved immeasurably.

ACHIEVEMENTS: For many years, Julian is careful not to appear too clever, for fear that his secret will be revealed. Once it is out in the open, he is free to use the full extent of his genius to help his friends and colleagues.



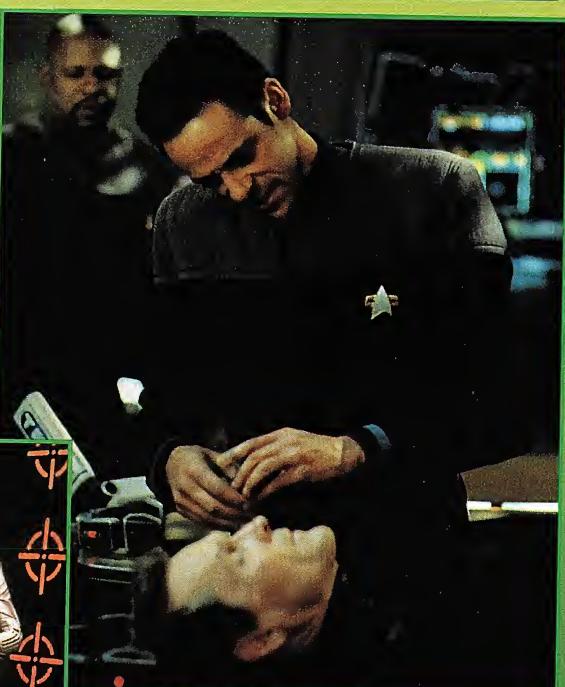
▲ Dr. Julian Bashir's colleagues are often surprised by his abilities, such as the time Chief Miles O'Brien catches his friend picking the lock on Quark's bar simply to "clear [his] mind." Few of them suspect, however, that his brilliance is due to illegal genetic enhancements.

In general, however, Bashir's relationships with his colleagues on board *Deep Space Nine* do not seem to suffer much from the discovery that he has kept such a great secret from them for so long. They are happy to accept him for what he is.

Bashir continues his

Genetic advantage

The genetically enhanced doctor has the upper hand in his racquetball games with Chief O'Brien.



Inventive under pressure

Working against the clock, Bashir devises a unit that will allow him to enter the dying mind of Section 31's Agent Sloan.

Dr. Bashir's Genetic Enhancements



★ Like minds

Bashir takes a special interest in the genetically enhanced Sarina, but he is unable to help her to function in society.

practise in the Infirmary as before, and even arranges a **holosuite** outing with his friends O'Brien, Dax, and **Odo**. The station's chief of security later visits Bashir in one of his holosuite spy scenarios to ask his advice about women. Odo is attracted to a mysterious woman named **Arissa**, and the doctor advises him to follow his heart. Bashir's brilliance is revealed yet again when Arissa's true **Idanian** identity is discovered, and the doctor effortlessly oversees the transfer of the woman's memory from an alien data crystal device.

Julian's social life continues much as it did before. His friends continue to indulge his holosuite eccentricities, accepting invitations to join him in a program, featuring the holographic crooner **Vic Fontaine**. Later, in 2375, Julian's friends even rally behind the doctor to help him save his favorite holocharacter from **Frankie Eyes**, an evil new addition to the program.

Most importantly, Bashir does not lose Chief O'Brien as his best friend. O'Brien's first thought when he accidentally learns Julian's

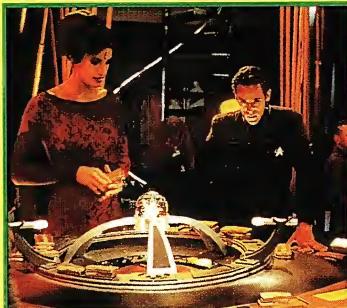
secret is to warn his friend that **Dr. Zimmerman** also knows, and does everything he can to support him. The two men continue to share holosuite programs, and enjoy games of darts or raquetball – although O'Brien begins to make his friend stand further away from the dartboard when they play. The only awkward patch they encounter is when O'Brien overhears Bashir telling a group of other genetically enhanced humans that he values their friendship because it is "uncomplicated," but any hurt feelings the chief has are put aside when he realizes that Bashir means him no insult by this. The two men grow even closer during the **Dominion war**, when O'Brien's family leave the station.

Fast learner

O'Brien even uses his friend's genetically enhanced abilities to his own advantage. The engineer is determined to defeat **Quark** at a game of **tongo** and asks Bashir to practice with him, in order to hone his skills. Bashir has never played the game before, but soon masters the cards – so well, in fact, that O'Brien persuades his friend to play Quark in his stead. Unfortunately, the **Ferengi** barkeep is not intimidated by an opponent with a genetically engineered intellect.

★ Sure bet

Bashir's ability to calculate impossibly long odds takes the fun out of gambling.



"I have nothing to hide anymore. I might as well use what I have."

— Dr. Bashir to Garak



★ Engineered control

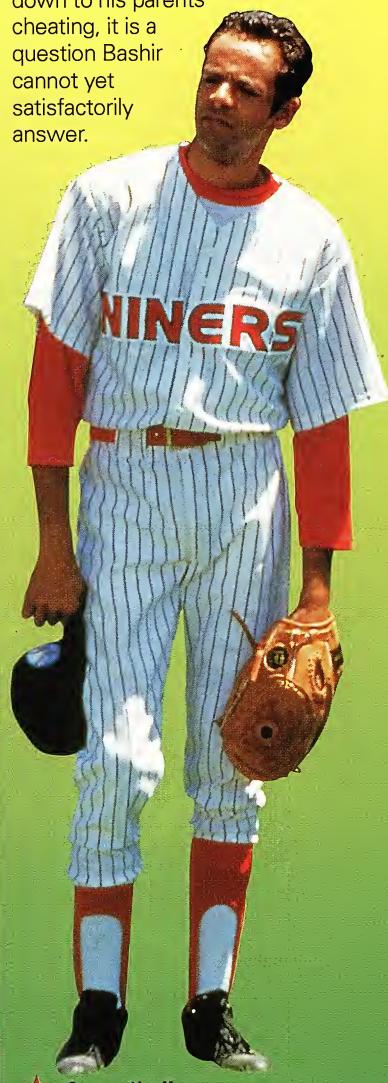
Bashir's genetic enhancements help him to resist a Romulan neural interrogation device.

and cunningly distracts Bashir by talking about Jadzia Dax, to whom the doctor is very attracted. Bashir loses the game, much to O'Brien's disappointment.

In fact, Julian continues to face many of the same problems as his non-enhanced colleagues. When he is invited, along with the rest of **Worf's** friends, to the **Klingon's** bachelor party, the doctor's genetic enhancements do little to help him cope with the endurance trials of **Kal'Hyah** any better than his ordinary human friends. Bashir also fails to save Jadzia Dax's life after she is attacked by a **Pah-wraith**-possessed **Gul Dukat**, although he does save the Dax symbiont.

In 2375, Bashir is included in a *Deep Space Nine* baseball team, the **Niners**, put together by Captain Sisko to play an all-**Vulcan** team, the **Logicians**, led by **Captain Solok** of the **Starship T'Kumbra**. Even with a genetically enhanced team member, however, the Niners are trounced by the Vulcans.

Starfleet as an organization is not quite as ready as Bashir's close colleagues to carry on as if nothing has changed, however, and **Agent Sloan** of the shady **Section 31** makes a concerted effort to recruit the doctor into his department.



GENETIC ETHICS

The slippery slope

The fear of genetically engineered humans may be seen as a blanket prejudice, but many people feel there is a good reason to be cautious. In the late 20th century, a group of genetically engineered humans tried to seize control of Earth during a period that became known as the Eugenics Wars. Fearing that all such enhanced humans will tend to feel superior, the Federation later outlawed genetic resequencing. Such genetic engineering can be used legally only by Federation doctors to treat or cure serious genetic disorders. The U.S.S. *Voyager* NCC-74656's Commander Chakotay, for example, has an hereditary disease called sensory tremens, which causes hallucinations. The gene for this condition was repressed before he was born. The ethical conflict between patient care and eugenics advocacy will no doubt continue to trouble Starfleet doctors for many years to come.



A race of supermen

Much of the prejudice against genetic engineering was fueled by Khan Noonien Singh, who believed that enhanced humans were destined to conquer and rule the weak.

★ Some limits

All the genetic engineering in the Galaxy cannot help Captain Sisko's Niners win at baseball.

FILE 44 NON-STARFLEET HUMANS

Kyle Riker

Kyle Riker enjoys an impressive reputation as a civilian strategist employed by Starfleet, but he is far less successful in his personal life. He makes many mistakes while raising his son William, and later compounds them by looking to further his own glory through his son's achievements.

Kyle Riker is a well known and highly regarded civilian tactical attaché to the **Federation**. Unfortunately, his success and evident popularity are not matched by the job he did as a father to **William T. Riker**.

Kyle comes from a proud tradition of military service, stretching as far back as **Colonel Thaddius 'Old Iron Boots' Riker**, who fought and was wounded in Earth's American Civil War. Rather than joining the military himself, however, Kyle has followed a civilian career in strategy and tactics, advising

organizations such as **Starfleet** and developing a specialized knowledge in the frontier regions of Federation space.

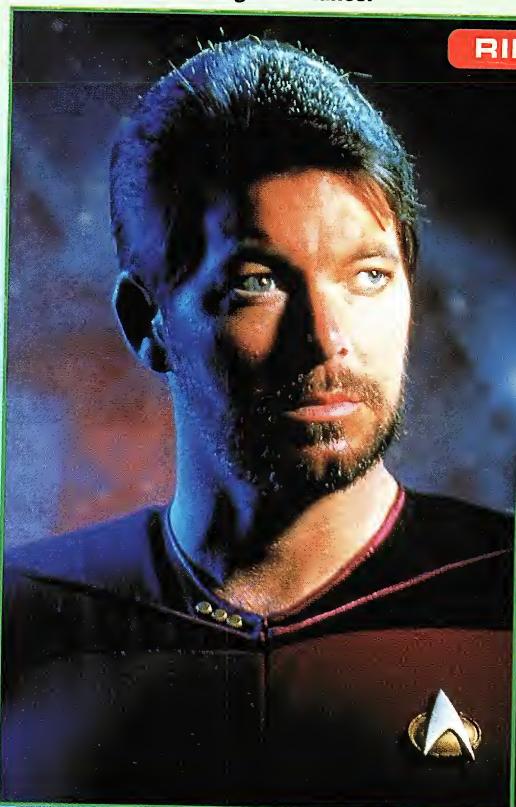
Travel the Galaxy

Kyle's assignments vary. One month he can be working out **Ferengi** and **Fuurinkazan** battle strategies at **Tokyo Base**, the next advising the new captain of the **U.S.S. Aries NCC-45167** on his ship's deep space mission.

The elder Riker might not have taken the military option, but he has at times been placed in hazardous situations by his work. In 2353, while working with

Continuing the family tradition

Kyle's son, William Thomas Riker, is a well-respected Starfleet officer. The two men do not have a close relationship, but William nevertheless shares his father's gift for strategic brilliance.

**RIKER FAMILY TREE****The name game**

In 2369, William Riker's transporter twin decides to take his middle name - Thomas - which was a favorite chosen by their father, Kyle.



Starfleet during a **Tholian** conflict, he was injured in an attack by the fiercely territorial race. Everyone else on the devastated starbase died, but Kyle recovered from his serious injuries through sheer will power and a burning desire to go on. His tenacity won him the heart of his doctor - **Katherine Pulaski**, later to serve as chief medical officer aboard the **U.S.S. Enterprise NCC-1701-D** with his son, William.

Kyle is a popular, well-traveled man, and highly respected in his field. His reputation as a hard

Saved by Q

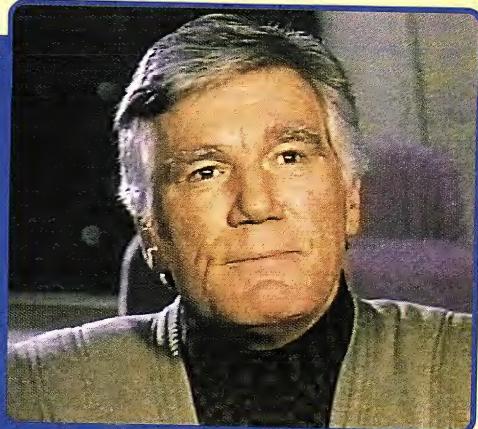
In 2372, William Riker learns that the Q known as Quinn once saved the life of his ancestor Thaddius 'Old Iron Boots' Riker.

OTHER CARDS IN THIS FILE...

6 AMANDA GRAYSON
13 NIKOLAI ROZHENKO
25 JOHN CHRISTOPHER

SEE OTHER FILES...

STARFLEET PERSONNELFile 43
STAR TREK: THE NEXT GENERATIONFile 69



▲ Kyle Riker comes from a long line of military strategists. His insight into such races as the Tholians and the Ferengi prove valuable to Starfleet, but over the years Kyle has found it easier to communicate with aliens than his own son, William.

taskmaster who gets results precedes him, and is supported by his strong features and steely gaze. He is remiss at keeping in touch, most of all with his family, but upon entering a room full of Starfleet personnel he can walk from table to table, greeting old acquaintances. Kyle accepts this with his typical, characteristic false humility, putting it down to the longevity of his association with the Federation.

His past is not always a source of pride, however. During the 2330's, Kyle

**Family album**

An old-fashioned snapshot recalls happier days, when Kyle and his son enjoyed camping trips together.

Kyle Riker



★ Tense reunion

Kyle and William are reunited on the U.S.S. ENTERPRISE in 2365. They have not seen each other for 15 years.

lived in Valdez, Alaska with his wife, whom he loved very much. Sadly, she died when their son was only two years old, and the gruff career man was left to raise the boy by himself. Kyle and young Will never talked about the tragic death of the woman both men had loved dearly – Will was too young to understand his father's grief, and Kyle was too hurt to explain. He later admits that during this period, his son was the only thing that kept him going.

The responsibility of being a single parent did not come easily. In later years, Kyle laments that there were no technical manuals or quick-study readouts to make the job easier; he just had to wing it from day to day. He inevitably made mistakes, and a wall grew up between father and son. As the years passed, they drifted further and further apart.

One way in which they worked through this tension was through regular bouts of the martial art anbo-jytsu. The fact that Will was never able to beat his father was a source of frustration to the boy, but

★ Territorial defense

Kyle offered sound advice to Starfleet during a conflict with the Tholians, a race the U.S.S. ENTERPRISE NCC-1701 first encountered in 2268.



Kyle reveals many years later that as Will grew older and more adept at the sport, he eventually resorted to cheating. He defends his actions by saying he had to keep his growing son interested in and challenged by the game, but it was most likely an early symptom of the rivalry the father feels for his son.

Always tested

Other manifestations of this competition were equally painful for young Will. Once, when fishing, Kyle took the rod away from the boy just when he had made a catch, voicing concern that he would lose it. This apparent lack of faith struck deep in the nine-year-old boy; indeed, when Will believes he has a son of his own in an illusory scenario, he is determined to do everything he can to make sure that he does not repeat his father's mistakes.

In later years Kyle expresses pride in Will's career, but still feels the need to push him on, as though he is living a little through his son. He perhaps regrets not pursuing a 'glamorous' life in Starfleet, though when it is suggested that he covets Will's success he flushes angrily, blustering that his son would be lucky to have had the career he has enjoyed. This rivalry may have contributed to Kyle and Will parting ways when the boy was just 15, sealing a long-standing animosity between them.

In mid-2365, Kyle boards the

★ Ferengi favors

Kyle Riker has advised the Federation on the best way to deal with the Ferengi, who are more wily than aggressive.



★ Competitive dad

Kyle has always encouraged his son to be competitive. Their games of anbo-jytsu became the only thing they had in common.

★ Fighting fit

Kyle is more than 50 when he is reunited with his son, but he has worked hard to keep himself fit and healthy over the years.



★ Win at all costs

William is shocked to learn that as he grew older and more skilled, his father began to cheat in order to beat him.



Enterprise to brief his son, who is up for promotion. Will's initial reaction upon seeing his father is one of shock, and their conversation is strained and adversarial, as always. Kyle has nonetheless come with his hand out – he knows he made a mess of raising Will and should have worked harder to keep in touch. He relishes the opportunity to make some sort of amends and hopes to change the painful fact that he can talk more comfortably to a room full of Starfleet admirals than he can to his own son.

The breakthrough comes during a cathartic anbo-jytsu rematch. Father and son do some straight talking and finally concede to each

other the mistakes of the past, admitting that they love each other. For Kyle Riker, this is probably all that he has ever needed: not the glory of Will's achievements, or the need to match them, but simply the acknowledgement of the son he loves. He departs the *Enterprise* finally at peace with himself.

"Face it, Kyle. You're crusty. You have a reputation for being hard as nails and getting the job done."

— Katherine Pulaski to Kyle Riker

OLD FLAME

Reunion on the U.S.S. Enterprise

In 2353, Kyle romanced Dr. Katherine Pulaski, with whom he fell in love during his time under her medical care. Twelve years on, Kyle professes to have thought about the doctor a lot, and believes they could have made a great couple. Katherine privately confesses that she would have married him had he not put his career ahead of his personal life – much as his son would later choose to do, with Deanna Troi. Kyle was also not as "in touch" with himself as Pulaski would have liked, but as one who knows him intimately, she heartily disputes her old flame's brusque image.



► Ferengi favors

Kyle Riker first met Dr. Katherine Pulaski in 2353, when she treated him for injuries sustained in a Tholian attack on his starbase.

► Busy lives

Kyle is surprised to learn that his old flame has been married several times between their fling and the present day. He has remained single.





Worf on DEEP SPACE NINE

Following the destruction of the *U.S.S. Enterprise NCC-1701-D* in 2371, Lt. Commander Worf takes a leave of absence from Starfleet. In 2372, he is recalled to duty and reassigned to the Federation space station *Deep Space Nine*. At first, the Klingon finds it difficult to adjust to life aboard the station, but he eventually makes a new home for himself.

In 2372, increasing friction between the Federation and the Klingon Empire leads Captain Benjamin Sisko of the Federation space station *Deep Space Nine* to request a special transfer to his facility. Lt. Commander Worf, a Klingon Starfleet officer, is asked to act as a temporary advisor on all matters involving the empire for the duration of the Klingon conflict with Cardassia. Worf acquires himself so well that when the immediate crisis is over, Sisko persuades him to become a permanent member of the station's command staff. Worf is appointed to the post of strategic operations officer, a position that is created

especially for him. Worf initially finds it difficult to adjust to the complexities of life on *Deep Space Nine* after spending seven years on the Federation's far more formal flagship. He feels uncomfortable with the relatively lavish station accommodation, and decides to make his quarters aboard the *U.S.S. Defiant NX-74205*. He spends many of his off-duty hours on the small vessel, listening to recordings of Klingon opera.

Out of place

Deep Space Nine's officers are a close group of friends bound together by shared moments of victory and defeat, and Worf feels ill at ease in their company



AT WORK AND PLAY

Old friends

Worf is reunited with his *U.S.S. ENTERPRISE* colleague Miles O'Brien when he is posted to *DEEP SPACE NINE*. He sometimes babysits for the chief.

Dinner guest

Over time, Jadzia Dax helps Worf to socialize with *DEEP SPACE NINE* friends and colleagues.



at first. He does, however, develop a friendship with the Trill officer Jadzia Dax, whose previous host, Curzon Dax, remains a noteworthy figure in Klingon history.

Conflicting interests

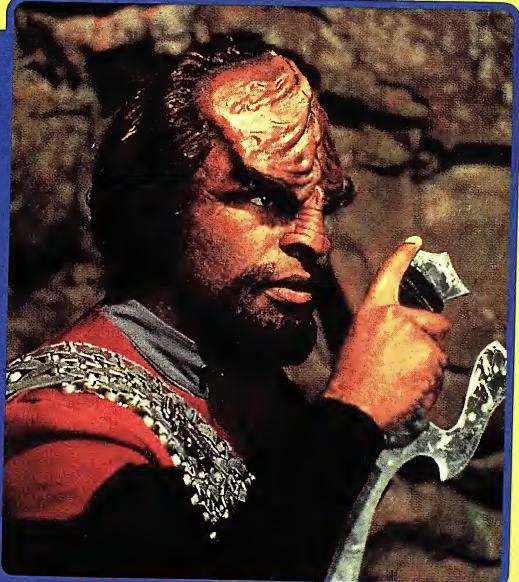
Gowron accuses Worf of treason following Starfleet's response to the Klingon invasion of Cardassia.

Personal problems also interfere with the Klingon's attempts to settle in. In 2372, the outbreak of war between the Klingon and Cardassian empires alienates Worf from his own

people. His opposition to Chancellor Gowron's leadership results in the House of Mogh being stripped of all its land and titles. Worf's brother Kurn is deprived of his seat on the Klingon High Council and, as a result, arrives on *Deep Space Nine* seeking

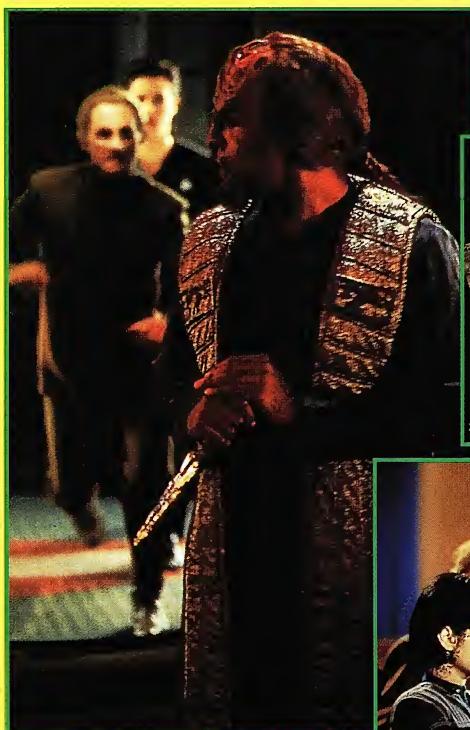
Holosuite adventures

A transporter malfunction results in Worf's consciousness being placed in Dr. Bashir's holoadventure.



▲ Lt. Commander Worf seeks solace and spiritual guidance from the clerics of the Klingon monastery on Boreth, after the destruction of the *U.S.S. ENTERPRISE NCC-1701-D*. He finds a new and unexpected direction when he is assigned to *DEEP SPACE NINE* in 2372.

Worf on DEEP SPACE NINE



★ Caught in the act

The crew of *DEEP SPACE NINE* refuse to stand by while Worf assists his disgraced brother, Kurn, in a ritual suicide.

Mauk-to'Vor – ritual suicide. Worf's colleagues prevent him from carrying out the rite, and help him and Kurn reach a solution.

Luckily, the new posting is not all bad news. Unlike the self-contained world of a starship, the bustling space station environment offers plenty of opportunity to meet with and enjoy the company of visitors, and Worf comes into contact with members of his own



race far more often than he did on the *Enterprise*. His flagging self-esteem is given another boost when he is introduced to the renowned Klingon warrior **Kor**, a good friend of Dax; the Klingon hero pointedly ignores the House of

Mogh's discommendation. By the following year, Worf is more comfortable with his role. In 2373, he is part of the group from *Deep Space Nine* that proves the Klingon **General Martok** has been replaced by a Changeling impostor. Gowron restores the House of

Mogh's honor and, when the true Martok meets Worf the following year, he also comes to admire Worf's strength of character.

On Worf's recommendation, Martok is appointed leader of a Klingon garrison established on *Deep Space Nine*. The constant Klingon presence on the station gives Worf the chance to socialize extensively with members of his own race for perhaps the first time in his life.

In addition, the many women who come and go from the station

★ Warriors together

Worf develops a close bond with General Martok after the two are incarcerated together by the Dominion. This aids their working relationship, and Worf and his son are later welcomed into the House of Martok.

★ Klingon hero

DEEP SPACE NINE has many Klingon visitors, including the renowned warrior **Kor**.

★ Acceptance

Worf eventually comes to value Ezri, the new Dax host, as a friend.

offer Worf far more opportunity for romance than he had on the *Enterprise*. Ironically, however, his attraction to **Quark**'s ex-wife – the Klingon **Lady Grilka** – temporarily blinds him to the charms of a far more suitable partner: Jadzia Dax. The two Starfleet officers finally become lovers, and are married in Quark's bar in 2374. Sadly Worf's happiness is short-lived, as **Gul Dukat** murders Jadzia at the end of the year.

Difficult changes

Worf's struggle to come to terms with his loss is complicated by the arrival on *Deep Space Nine* of **Counselor Ezri Dax**, new host for the Dax symbiont. The couple have a brief affair before deciding to remain "just good friends."

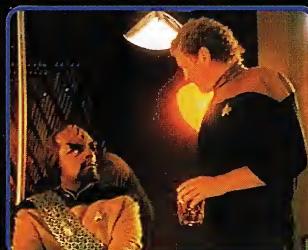
The end of Worf's service on *Deep Space Nine* coincides with the resolution of the **Dominion** war in 2375. He accepts the post of Federation ambassador to **Qo'noS**, the Klingon homeworld. The Starfleet officer is sad to leave behind the friends he has made during his four years on *Deep Space Nine*, but looks forward to preserving the partnership between the Klingon Empire and the Federation.

MAKING FRIENDS

Working relationships

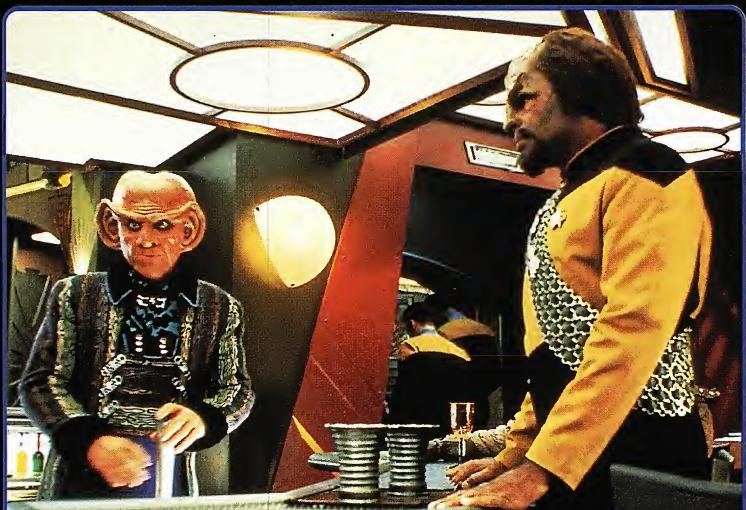
At first, Worf finds it hard to forget that he is no longer responsible for security, and comes into conflict with Odo when he unwittingly ruins a plan to expose a Markalian smuggling operation. Captain Sisko has to explain that *Deep Space Nine* is a more morally ambiguous place than the *Enterprise*, and often requires an extremely flexible approach.

The Klingon officer does eventually find his place on board *Deep Space Nine*; in particular, his former *U.S.S. Enterprise* colleague Miles O'Brien helps him to feel more at home. Worf also develops a deep respect for Major Kira and the people of Bajor – their religion has much in common with Klingon belief systems.



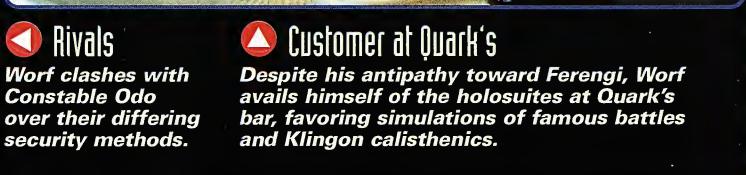
▲ Old colleagues

Worf and his old *Enterprise* colleague, Chief Miles O'Brien, fondly recall the holodeck problems that frequently plagued the old ship.



▲ Rivals

Worf clashes with Constable Odo over their differing security methods.



▲ Customer at Quark's

Despite his antipathy toward Ferengi, Worf avails himself of the holosuites at Quark's bar, favoring simulations of famous battles and Klingon calisthenics.

Son'a Hand Weapons

Son'a weapons technology encompasses more than the banned isolytic subspace devices used aboard their ships. The race's ground troops are equipped with small, reliable, high-powered pistols and rifles.

Over the last 50 years, the Son'a have expanded their power and influence in the Alpha Quadrant and subjugated such primitive races as the Tarlac and the Ellora. In order to effectively carry out this offensive strategy, Son'a troops require reliable small arms for use in ground assaults and close-quarter combat. To this end, the Son'a have developed a small but deadly pistol and a larger rifle, both of which have proved to be highly effective in a number of engagements.

The Son'a pistol has an extremely simple and elegant design that consists of two main sections: a small front facing beam emitter nozzle with a circular sighting mechanism, and a gold colored alloy grip.

The range of the pistol is between 200 and 300 meters. As certain situations require heavier firepower, the Son'a also use a compact and lightweight rifle. Unlike the pistol, the rifle's grip is enclosed within a trigger guard that curves upward to the silvered emitter nozzle at the front of the rifle.



Operation of the Son'a rifle can be carried out with one arm as the weapon is extremely well balanced. The most effective aim, however, is achieved by using both hands.



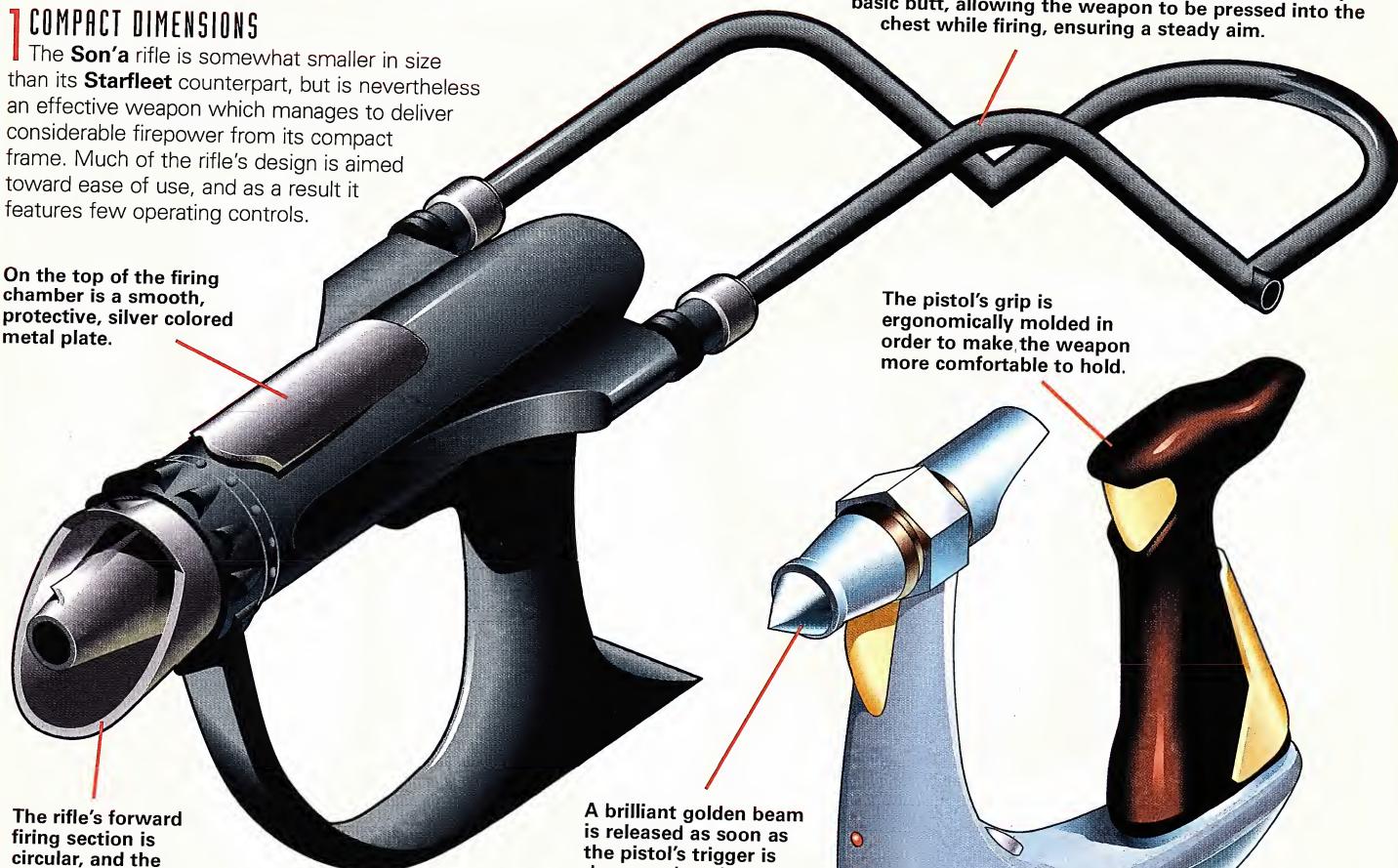
The forward section of the pistol houses five circular lights, in a line along the center of the support beneath the muzzle. These indicate the activation status of the weapon.

HANDHELD DESTRUCTION

1 COMPACT DIMENSIONS

The Son'a rifle is somewhat smaller in size than its Starfleet counterpart, but is nevertheless an effective weapon which manages to deliver considerable firepower from its compact frame. Much of the rifle's design is aimed toward ease of use, and as a result it features few operating controls.

On the top of the firing chamber is a smooth, protective, silver colored metal plate.



The rifle's forward firing section is circular, and the partially exposed nozzle is protected by a cut back silver collar.

A brilliant golden beam is released as soon as the pistol's trigger is depressed, and will last as long as the trigger is held down.

2 EASE OF USE

Due to the compact size of the Son'a pistol, two ways to fire the weapon have been developed. The traditional method is to hold the pistol vertically, while some Son'a choose to hold and fire the weapon in a horizontal position.

The main casing of the pistol is constructed from a smooth and durable gray alloy.

Son'a Hand Weapons

SON'A RIFLE

The butt of the rifle curves upward into a straightened section, which connects to the main unit via a silver colored collar.

SIDE VIEW

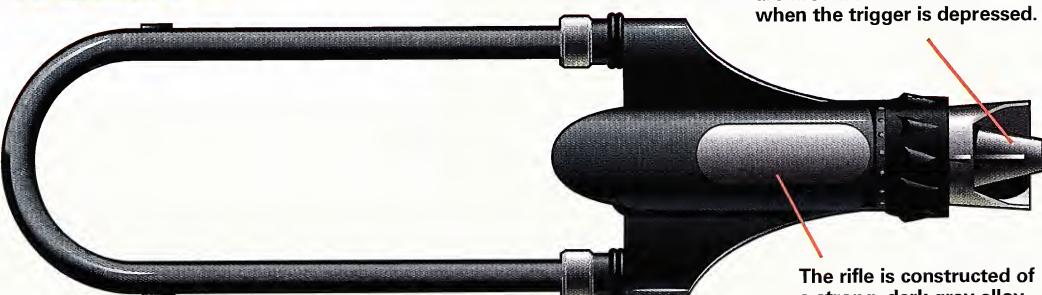


Just behind the firing nozzle, at the front of the firing chamber, is a ribbed black connector.

The rifle is designed to be operated easily by both left- and right-handed personnel.



TOP VIEW



Elongated streams of energy are fired from the nozzle when the trigger is depressed.

The rifle is constructed of a strong, dark gray alloy.

FRONT VIEW

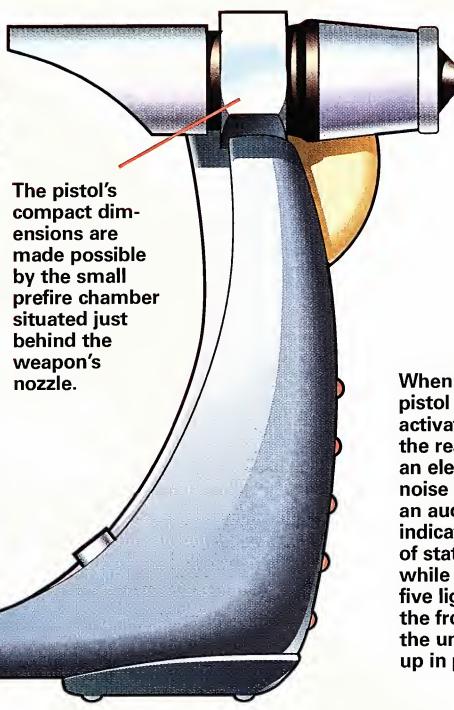
MULTIPLE USERS

The Son'a rifle is the weapon of choice for the race's ground troops. In addition to Son'a personnel, this also includes the integrated species known as the **Tarlac**, and the rifle can be operated easily by members of either race.

SON'A PISTOL

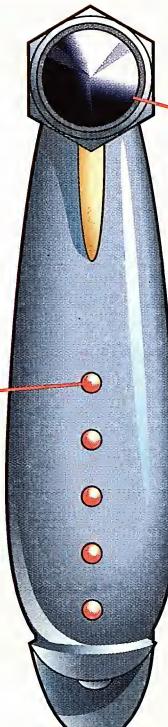
SIDE VIEW

The pistol's grip is constructed of a gold metallic alloy, although its leading edge and the upper rear sighting mechanism are covered in a black plastic sheath. Parts of this are cut away to expose the open trigger mechanism at the top.



The pistol's compact dimensions are made possible by the small prefire chamber situated just behind the weapon's nozzle.

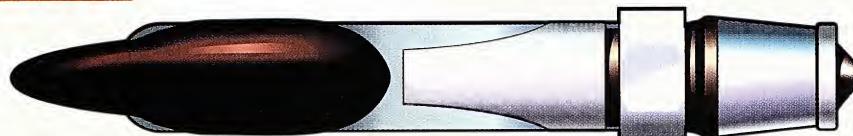
FRONT VIEW



The intensity of the beam's destructive potential ranges from the ability to stun a target, to the destruction of a generated shield around a building or piece of equipment.

When the pistol is activated on the rear grip, an electronic noise gives an audible indication of status, while the five lights on the front of the unit light up in purple.

TOP VIEW



UNINTERRUPTED AIM Even at its thickest point, the Son'a pistol remains relatively narrow, allowing an unobscured field of fire for the operator.

FILE 77 STAR TREK VI: THE UNDISCOVERED COUNTRY



STAR TREK VI: THE UNDISCOVERED COUNTRY

Part 2 Captain James T. Kirk has his first taste of Klingon diplomacy when he invites Chancellor Gorkon to dinner. An uneasy evening deteriorates further when it appears that the *U.S.S. Enterprise NCC-1701-A* has opened fire on Gorkon's ship.

In his quarters on the *U.S.S. Enterprise NCC-1701-A*, Captain James T. Kirk is in a somber mood. Looking at a photo of **David Marcus**, his deceased son, Kirk reiterates in his personal log that he has never trusted **Klingons** and never will – he cannot forgive them for David's death, and sees only problems on the mission ahead. **Lt. Valeris** interrupts the captain's musings to tell him that the *Enterprise* has almost arrived at the rendezvous with **Chancellor Gorkon** and his Klingon entourage. She ventures that it is a pleasure to serve with the legendary Kirk, and in return he compliments her on her skillful piloting.

Valeris visits **Captain Spock** in his quarters. He sponsored her at **Starfleet Academy**, and she has exceeded his expectations as a fellow **Vulcan**. They discuss the fact that a turning point in Galactic affairs has been reached, and Spock tells the lieutenant that she must have faith that the universe will unfold as it should. Logic is the beginning of wisdom, not the end. He also tells Valeris that he intends her to take his place aboard the *Enterprise* after this, his final voyage.

Klingons off the port bow

An announcement over the comm system informs the crew that a **Klingon Battle Cruiser, Kronos One**, is standing off the port bow. All senior staff go to the bridge, where Captain Kirk watches the screen in wonder. He has never been this close to the enemy. Spock says that the chancellor is undoubtedly awaiting their signal, and the captain asks **Commander Uhura** to open hailing frequencies as they come alongside. He invites Gorkon aboard for dinner at 19:30 hours, and the chancellor willingly accepts. Demonstrating officer thinking, Valeris informs Kirk that there is a supply of illegal but popular **Romulan ale** aboard.

Come dinner time, the captain and his crew assemble in the **transporter** room with some apprehension. Kirk gives the order, and Gorkon and his party are beamed aboard. The chancellor is pleased to finally meet Spock in the flesh, and introduces his group: daughter **Azetbur**, military advisor **Brigadier Kerla**, and chief of staff **General Chang**. Chang claims he has long wanted to meet Kirk, throwing the captain off balance.

STAR TREK VI: THE UNDISCOVERED COUNTRY

"Spock says this could be an historic occasion and I'd like to believe him ... but how on Earth can history get past people like me?"
– Captain James T. Kirk

ON SCREEN...



1 In a moment of reflection, Captain Kirk comments in a log entry that he will never forgive Klingons for murdering his son. He keeps a picture of David at his bedside.



2 As Kirk finishes his log entry, he becomes aware of Valeris standing in the open doorway of his quarters. She tells the captain that it is an honor to serve with him.



3 Valeris arrives in Spock's quarters, and watches him light ceremonial candles. As their conversation continues, Spock prepares a drink, which he shares with Valeris.



4 Captain Kirk arrives on the bridge to see the KLINGON BATTLE CRUISER, KRONOS ONE, arrive. He is aghast at being in such close proximity to his longtime enemies.



5 The Klingon delegation transports aboard the *U.S.S. ENTERPRISE NCC-1701-A*. General Chang is particularly pleased to meet Captain Kirk, though Kirk is less enthusiastic.



6 The Starfleet crew and the Klingon party take their seats in the *ENTERPRISE*'s mess hall. Chancellor Gorkon raises his glass in a toast to "The undiscovered country."

STAR TREK VI: THE UNDISCOVERED COUNTRY Part 2

with his manner. Kirk leads the party off on a tour of the ship. After the senior officers depart, two crewmen discuss the Klingons in none too complimentary terms. Valeris interjects, telling them they have work to attend to.

Dinner is an awkward affair, even with the Romulan ale. Attempting to break the ice, Gorkon raises his glass in a toast to the undiscovered country: the future. Dr.

Leonard McCoy in return toasts Gorkon as one of the architects of the future unfolding before them. Chang baits Kirk, asking if he would be willing to give up Starfleet in the new order, and despite Spock's attempts to smooth over the question, the captain rises to the bait.

The conversation swiftly becomes adversarial – when **Commander Chekov** asks if Klingons view all planets as having a sovereign claim to "inalienable human rights," Azetbur scoffs at the inherently racist language he employs. She describes the **Federation** as nothing more than a "homo sapiens club." Kirk seals the heated debate by comparing one of Chang's proclamations to those of Adolf Hitler. Chancellor Gorkon notes, with heavy heart, that the two cultures obviously have a long way to go.

Kirk is nevertheless impressed by Gorkon personally. When they part later in the evening, the chancellor says that he understands that Kirk does not trust him, and that if there is to be a "brave new world," living in it will be hardest for their generation. The Klingons beam back aboard their ship, leaving the senior crew to ruminate on the difficult evening and the differences in their cultures. Kirk goes off to bed, asking his subordinates to tell him if there is another way they can screw up tonight.

From bad to worse

The captain supplements his personal log, acknowledging that the manners of both sides left a lot to be desired. Before he can turn in, however, Spock asks him to come to the bridge. There he explains that the crew are reading an enormous amount of neutron radiation apparently emanating from the *Enterprise* itself. None of the bridge crew can explain this. Suddenly, without any warning, the *Enterprise* fires a **photon torpedo** at the Klingon flagship off their bow, causing great damage to the defenseless vessel.

Kirk and Spock are speechless for a moment, until the Vulcan realizes what has happened. The *Enterprise* goes to red alert, and Uhura and Valeris confirm the direct hit. Another torpedo is fired, further buffeting

Kronos One. The damage disrupts artificial gravity, setting every crew member adrift. **Captain Scott** is at a loss to explain the firings; the inventory aboard the *Enterprise* indicates the torpedoes are still fully loaded.

Two intruders wearing magnetic boots beam aboard the Klingon vessel, firing at

the helpless crew. They make their way to Gorkon's chamber as Uhura's frantic hails echo over the comm system, and there shoot two officials. They then turn their weapons on the Klingon chancellor – the key to the new peace – and open fire. Their grisly work complete, they beam out.

ON SCREEN...



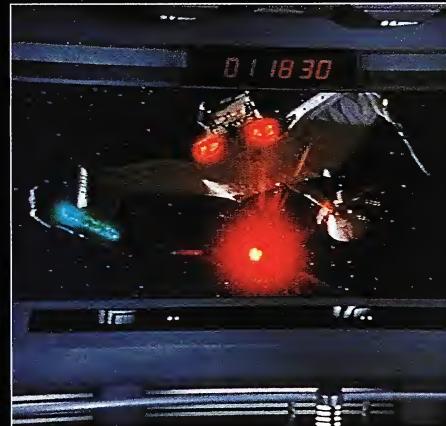
7 Uhura is left speechless as she watches the Klingons eating their meal. Rather than use cutlery, they shovel food into their mouths with their hands.



8 As the events of the evening draw to a close, the ENTERPRISE crew bemoan their behavior, influenced by their own feelings and the Romulan ale they drank.



9 Captain Kirk retires to his quarters. In his log, he makes a note to the galley that Romulan ale is "no longer to be served at diplomatic functions."



10 Captain Kirk and his crew are horrified to see a photon torpedo, seemingly fired from the ENTERPRISE, strike the defenseless KRONOS ONE.



11 As KRONOS ONE's artificial gravity fails, two armed Starfleet personnel wearing environmental suits and magnetic boots beam aboard and begin firing.



12 The two intruders infiltrate KRONOS ONE's inner chambers, and fire at Gorkon. They leave the chancellor surrounded by his floating blood.

STARSHIP FACTS

Captain Spock keeps a painting of the expulsion from paradise on the wall of his quarters, as a reminder that all things end.

Chancellor Gorkon claims to believe that the Earth playwright William Shakespeare was Klingon.



'Behind the Lines'

Promoted to a desk job on *Starbase 375*, Captain Benjamin Sisko waits anxiously for the crew of the *U.S.S. Defiant NX-74205* to return from a vital mission behind enemy lines. At the same time, Major Kira Nerys begins to worry that Odo's loyalties may be shifting to the Dominion.

In the mess hall on *Starbase 375*, the crew of the *U.S.S. Defiant NX-74205* celebrate a successful foray into Dominion controlled space. **Admiral William Ross** interrupts the impromptu party to have a quiet word with **Captain Benjamin Sisko**. Starfleet Intelligence have uncovered a massive Dominion sensor array, capable of monitoring ship movements across five sectors, hidden on the periphery of the **Argolis Cluster**. Even though the array is heavily defended, Ross wants Sisko to prepare an attack plan.

Meanwhile, on the station now known as *Terek Nor*, Major Kira Nerys and Rom manage to engineer a fight in *Quark's bar* between **Cardassian** soldiers and their **Jem'Hadar** allies. Odo soon restores order, although he is furious with Kira for ignoring his objections to the resistance's dangerous tactics. The major is taken aback by Odo's caution; she even suggests that his obsession with the smooth running of the station has blinded him to the **Federation's** cause. Before the argument can escalate any further, the female shapeshifter arrives unexpectedly to speak privately with Odo.

The lure of the link

The **Founder** explains that she was trapped in the **Alpha Quadrant** when Captain Sisko sealed the **Bajoran** wormhole with **self-replicating mines**; fatigued by being among 'solids,' she has now decided to seek out the company of a fellow Changeling. The Founders have forgiven Odo for killing another of his kind and want him to return to the **Great Link**.

The possibility of learning more about his people and their unique nature greatly intrigues Odo. He links with the female shapeshifter, gaining a deep sense of peace and serenity in the process. Kira is horrified when she hears about this development, and makes Odo promise not to link with another Founder until after the war is over.

Back on *Starbase 375*, Sisko presents his plan to Admiral Ross. The Dominion array can detect cloaked ships up to two light years away; the *Defiant* will have to pass through the Argolis Cluster's gravimetric distortions if it is to retain the element of surprise. **Commander Jadzia Dax** has studied protostar clusters, and is confident that she can navigate the ship to safety.

CAPTAIN'S LOG

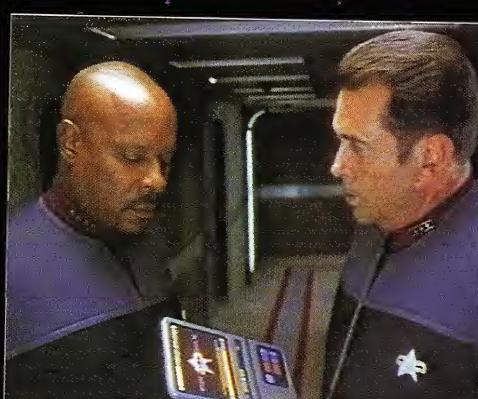
STARDATE 51145.3

"The **DEFIANT** has been operating out of **STARBASE 375**, conducting forays into Dominion controlled space. While the missions have taken a toll on my people, they remain determined to do whatever it takes to win this war. As do I."

ON SCREEN...



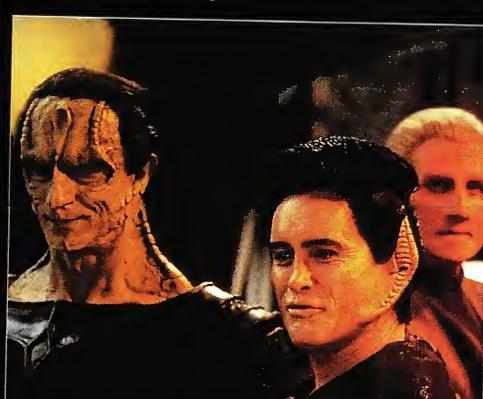
1 During an impromptu victory party, Captain Sisko displays one of the U.S.S. DEFIENT's used power cells, symbolizing his crew's determination to keep on fighting.



2 Admiral William Ross has a quiet word with Sisko about Starfleet Intelligence's latest discovery - a Dominion sensor array hidden near the Argolis Cluster.



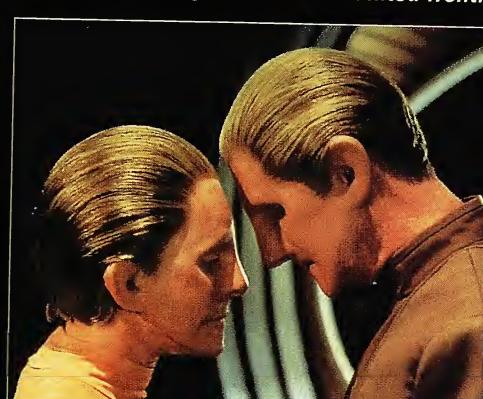
3 Major Kira's resistance group undermine the Dominion alliance by engineering a brutal fight between Cardassian and Jem'Hadar soldiers in Quark's bar.



4 Odo and his Bajoran deputies quickly restore order, while Gul Dukat and Weyoun angrily scold their respective officers for failing to maintain a united front.



5 Ross approves Sisko's plan for the attack on the Dominion array. The captain is later dismayed to find that his new desk job keeps him from commanding the DEFIENT.



6 Odo is surprised when the female shapeshifter comes aboard TEREK NOR. The Founder forgives Odo's 'crimes' and persuades him to join her in the Great Link.

'Behind the Lines'

The admiral knows this is a high-risk strategy, but approves Sisko's plan as the tactical benefits of the mission far outweigh the dangers posed to the *Defiant* crew.

Bill Ross later gives Sisko some surprising news – the captain will not be taking the *Defiant* out on any more missions for the foreseeable future. He has instead been chosen to serve as the admiral's right-hand man for the remainder of the war; Dax will command the ship on the Argolis mission.

Sisko is not the only participant in the Dominion war to receive a promotion; on *Terok Nor*, **Legate Damar** is awarded the rank of **gul**, in recognition of his impressive solution to the wormhole problem. **Quark** plies Damar with **kanar** and learns that the Cardassians now intend to convert the station's deflector array into an antigraviton beam that can knock out the minefield.

The **Ferengi** barkeep informs Kira and her resistance group of this alarming news. As part of a desperate preemptive strike, Rom volunteers to enter one of the station's secured conduits in order to disable the array. Kira asks Odo to disguise Rom's activities by arranging for a brief security diagnostic at the appropriate moment.

Odo then meets with the female shapeshifter for a second time; he freely confesses that Kira made him promise not to link again. The Founder knows all about Odo's unrequited love for the major, but still persuades him that their joining should be of no concern to a 'solid.' Odo once more merges with the female shapeshifter, their bodies dissolving into a mass of energy.

Rom arrested

At the same time, Rom hides his engineering tools in a fruit basket and sets to work on the conduit. Kira soon realizes that Odo has failed to initiate the security diagnostic, leaving Rom in great danger. When the major hurriedly tries to contact her fellow conspirator, she is interrupted by a sneering Damar. Rom's presence in the conduit is detected by Cardassian security, and he is arrested before he can make good his escape. The courageous Ferengi is placed in a holding cell on the station and subjected to a lengthy interrogation.

On *Starbase 375*, Captain Sisko bids Dax and the *Defiant* crew good fortune, and then waits anxiously in his office for news of the mission's success or failure. Admiral Ross tries to persuade the captain to get some sleep, reminding him that he is now in charge of an entire tactical wing, not just the *Defiant*. Sisko, however, is adamant that nothing can stop him from worrying about the ship he so recently commanded, nor the loyal officers who still serve on it.

The captain's fears are allayed when the *Defiant* returns to *Starbase 375*, having successfully completed its mission. The crew stage another celebration, but Sisko knows his place is now alongside Admiral Ross.

On *Terok Nor*, Kira confronts Odo about his failure to disable the conduit alarm, accusing

him of effectively handing the entire Alpha Quadrant to the Dominion. Odo admits he was in the link at the time; nothing else seemed to matter to him, not the war, not the Federation, not even the unfortunate Rom's likely fate. A tearful Kira realizes that she and Odo are now on different sides of the war.

ON SCREEN...



7 Drunkenly celebrating his promotion to the rank of **gul**, Damar lets slip that he has worked out a way of deactivating the Federation's self-replicating mines.



8 Major Kira and her fellow freedom fighters quickly agree a plan of action to stop the Dominion from reopening the strategically vital Bajoran wormhole.



9 When Odo abandons his promise to Kira and links with the female shapeshifter for a second time, he forgets all about ordering a security diagnostic to cover up Rom's subversive activities.



10 Kira realizes that Odo has let the resistance down, but finds herself unable to warn Rom before he is detected by Cardassian security. The unfortunate Ferengi is dragged away to a holding cell.



11 The crew of the **DEFIANT** complete their mission and return to **STARBASE 375**. Sisko feels conflicting emotions as he watches Dax leading the celebrations.



12 When Kira accuses Odo of handing the Alpha Quadrant to the Dominion, the newly euphoric shapeshifter shows little sign of remorse or concern.

STARSHIP FACTS

Captain Bennet, Sisko's predecessor at *Starbase 375*, now commands the Seventh Tactical Wing.



R continued

Romulan mollusks, jumbo

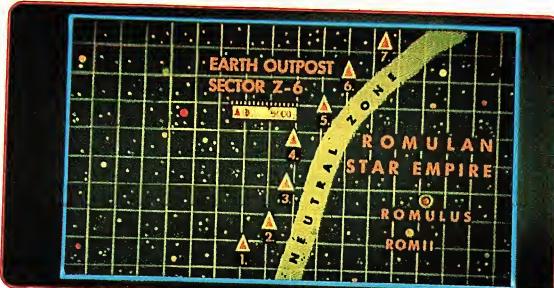
Quark served this **Romulan** oyster-like shell fish during a dinner with a potential client, a **Vulcan** member of the **Maquis**. The Romulan mollusks complemented the Vulcan elements of the meal. (*Starship Log: 'The Maquis', Part I* [DS9]) **SEE FILE 70**



The Romulan Star Empire has chosen to isolate itself from the rest of the Galaxy on several occasions, but reestablished contact in 2266.

Romulan Neutral Zone

This region of space was defined in 2160, at the end of the **Earth/Romulan war**. The zone provides a buffer between Romulan and **Federation** borders. Since 2266, both sides have honored the zone – with a few notable exceptions. In the early 2370's, **Dominion** forces used the zone as a Federation-free corridor. (*Starship Log: 'Balance of Terror'* [TOS]; *'The Neutral Zone'* [TNG]; *'In the Pale Moonlight'* [DS9]) **SEE FILES 7, 12, 16, 68, 69, 70**



The Romulan Neutral Zone is a no-man's land between the two rival powers. Unauthorized movement across it constitutes an act of war.

Romulan Right of Statement

The traditional entitlement of the **Romulan** condemned. The declaration is usually brief, but in 2268, **Spock**'s rambling commentary gave **Scotty** time to fit a stolen **Romulan cloaking device** to the **U.S.S. Enterprise NCC-1701**. (*Starship Log: 'The Enterprise Incident'* [TOS]) **SEE FILE 12, 68**

Romulan Star Empire

A 2000-year-old branch of the **Vulcan** family tree. The **Romulans** are an intelligent, inscrutable, and technologically advanced people. They prefer internecine plotting, but do not shirk combat. The Romulan Star Empire was formed after a dissident movement left Vulcan, scornful of **Surak**'s teachings of emotional control and logic. The Empire encompasses **Romulus**, **Remus**, their colonies, and outposts. Romulan society is closed, repressive, and often reclusive, having undertaken at least two periods of extended isolation in its recent history. The Star Empire makes alliances based purely on self-interest, not philosophy; the **Federation** was considered an enemy until the threats posed by the **Borg** and the **Dominion** forced cooperation. A Praetor rules the empire, and its primary political institutions are the **Romulan Senate**, the **Tal Shiar**, and the **Continuing Committee**. The major classifications of Romulan fighting ships are the **Bird-of-Prey**, **Battle Cruiser**, **Warbird**, and **Interceptor**. Non-combat ships include the **Science Vessel** and **Romulan Shuttle**. Romulan ships often contain innovative science. (*Starship Log: 'Balance of Terror'* [TOS]; *'The Neutral Zone'* [TNG]; *'The Search', Part I* [DS9]; *'Eye of the Needle'* [VOY]) **SEE FILES 12, 35, 49, 68, 69, 70, 71**

Romulus

One of the homeworlds of the **Romulan Star Empire**. Its twin world is **Remus**. The natural wonders of Romulus include the **Valley of Chula**, the **Apnex Sea** and the **Firefalls of Gal Gath'thong**. **Ambassador Spock** traveled to Romulus in 2368, in an effort to promote **Vulcan-Romulan reunification**. (*Starship Log: 'Balance of Terror'* [TOS]; *'The Defector'* [TNG]; *'Inter Arma Enim Silent Leges'* [DS9]) **SEE FILES 12, 49, 68, 69, 70**

Ronara

This backwater **Class-M** world, situated in the **Demilitarized Zone**, was flanked by both **Cardassian** and **Federation** space. **Ro Laren** was sent to Ronara to infiltrate a **Maquis** cell based there. (*Starship Log: 'Preemptive Strike'* [TNG]) **SEE FILES 13, 43, 69**

Romulan mollusks, jumbo
Romulan Neutral Zone
Romulan Right of Statement
Romulan Star Empire
Romulus
Ronara
Rondac III
Rondon
Ronin
Rooney
Roosevelt, NCC-2573, U.S.S.
root canal
root command structure
rop'ngor
Ropal City
Rorg
Ross, Yeoman Teresa
Ross, Admiral William
Rossa, Jeremiah
Rossoff, Herbert
Roswell
Rota, Commander
Rotarran, I.K.S.



Romulus boasts much impressive architecture and clear blue skies. Along with its sister planet of Remus, it is the center of the Romulan Star Empire.



Ronara's unremarkable appearance and relative isolation made the planet an ideal location for a hidden Maquis base.

Rondon

This **Zaldan** bumped into **Wesley Crusher**, accused him of blocking his path, and called him a **Bulgallian sludge rat**. The incident was staged during Wesley's **Starfleet Academy** entrance exams to see if he knew that the correct reply, according to Zaldan etiquette, was to insult Rondon in return. (*Starship Log: 'Coming of Age'* [TNG]) **SEE FILES 19, 43, 58, 69**

Ronin

This 700 year-old **anaphasic life form** became involved in a series of symbiotic relationships with **Dr. Beverly Crusher**'s maternal ancestors on Earth and its colonies, exchanging romance for molecular cohesion. Crusher killed him in 2370. (*Starship Log: 'Sub Rosa'* [TNG]) **SEE FILES 43, 69**

Ronin appeared to Dr. Crusher after the death of her grandmother, Felicia Howard.



Rondon's apparent rudeness was actually part of a test to see if potential Starfleet cadets understood Zaldan etiquette.



Rooney

This **Starfleet** officer was posted to **Deep Space Nine**. Rooney's talents included playing the trumpet, and he occasionally performed at **Quark's bar**. He was killed in the **Gamma Quadrant**, near **Torga IV**, by the **Jem'Hadar** in 2373. (*Starship Log: 'The Ship'* [DS9]) **SEE FILE 70**



Roosevelt NCC-2573, U.S.S.

This **Excelsior**-class starship was destroyed by the **Borg** at **Wolf 359**, in 2367. Its science officer, **Dr. Riley Frazier**, was assimilated into the **Borg collective**. (*Starship Log: 'Unity'* [VOY]) **SEE FILES 15, 31, 52, 71**

► **Dr. Riley Frazier was a Starfleet officer aboard the U.S.S. ROOSEVELT NCC-2573 when it was attacked by the Borg at Wolf 359. She was assimilated, but later regained her freedom.**

root canal

This computer repair procedure essentially creates a new computer system by clearing out the dead interior and rebuilding it to fit the existing shell. Engineers borrowed the term from dentists. (*Starship Log: 'The Forsaken'* [DS9]) **SEE FILE 70**

root command structure

The portion of **Borg** programming that underlies everything else. Changes to the root ripple through the system. In 2368, **Captain Jean-Luc Picard** wanted to use this inbuilt vulnerability against the Borg. (*Starship Log: 'I, Borg'* [TNG]) **SEE FILES 15, 43, 69**

► **Captain Picard planned to add an invasive program to Hugh's root command structure in an attempt to destroy the Borg.**



rop'ngor

This **Klingon** childhood illness is roughly equivalent to the human illness measles. 'Rop' is the Klingon word for 'sick.' **Worf** was diagnosed with rop'ngor while on the **U.S.S. Enterprise NCC-1701-D**, much to his humiliation. (*Starship Log: 'Up the Long Ladder'* [TNG]) **SEE FILES 11, 43, 69**

Ropal City

A town in the **Volon system**, built by **Federation** citizens. The **Cardassian-Federation** treaty left Ropal City in the **Demilitarized Zone**. Cardassians harassed the citizens and stoned two residents in the street. (*Starship Log: 'The Maquis', Part I* [DS9]) **SEE FILES 13, 18, 70**

Rorg

The male protagonist in a trashy **Klingon** romance novel entitled, '**Women Warriors at the River of Blood**'. Rorg's fierce eyes quickened the heart of the heroine, **M'Nea**. (*Starship Log: 'Real Life'* [VOY]) **SEE FILE 71**

Ross, Yeoman Teresa

Teresa Ross was posted aboard the **U.S.S. Enterprise NCC-1701**. In 2267, she was transported to **Trelane's castle** on **Gothos**, given a formal gown, and commanded to dance with her host. (*Starship Log: 'The Squire of Gothos'* [TOS]) **SEE FILES 20, 57, 68**



Ross, Admiral William

Starfleet's military commander during the **Dominion** war, and the **Federation** representative at the peace treaty ceremony. A by-the-book officer, Ross nevertheless approved of **Section 31**. He is often called Bill by his friends. (*Starship Log: 'A Time to Stand'* [DS9]) **SEE FILES 19, 43, 70**

► **Admiral William Ross coordinated the Starfleet forces during the Dominion war from STARBASE 375. He worked closely with Captain Benjamin Sisko.**

Rossa, Jeremiah

The birth name given to the son of **Starfleet** officer **Connor Rossa** and his wife, **Moira Rossa**. In 2353, Jeremiah's grandmother was **Admiral Connaught Rossa**. Jeremiah was born on **Galen IV**, where his parents were posted; the boy survived a **Talarian** attack that destroyed the colony in 2356. He was adopted by **Endar**, renamed **Jono**, and raised as a Talarian. (*Starship Log: 'Suddenly Human'* [TNG]) **SEE FILES 18, 44, 69**

► **Captain Picard had to decide whether Jeremiah Rossa should remain with his violent Talarian guardians, or return to his surviving family.**

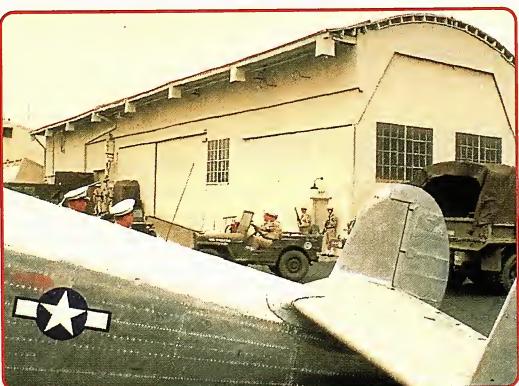
Rossoff, Herbert

This underpaid, science fiction writer was on staff at '**Incredible Tales**' magazine in Benjamin Sisko's vision of 1950's Earth. Rossoff wanted the choicest stories and the tastiest pastries. (*Starship Log: 'Far Beyond the Stars'* [DS9]) **SEE FILE 70**

Roswell

This isolated desert town in Earth's North America was where **Quark's** spaceship, **Quark's Treasure**, crashed in 1947. The U.S. Military denied the spacecraft's existence, but thereafter Roswell and flying saucers became synonymous with each other. (*Starship Log: 'Little Green Men'* [DS9]) **SEE FILES 37, 70**

► **Quark's crashed FERENGI POD was taken to an airforce base near the small American town of Roswell.**



Rota, Commander

Kira Nerys was presented to **Luaran**, a **Vorta**, as the freshly-captured Commander Rota, **Starfleet Deputy Intelligence Officer** for the sector. This fiction helped **Damar's** resistance team secure a new **Breen** weapon. (*Starship Log: 'Tacking into the Wind'* [DS9]) **SEE FILES 47, 70**

Rotarran, I.H.S.

This **Klingon Bird-of-Prey** was commanded by **General Martok** during the **Dominion** war. In 2373, the demoralized crew restored their honor by defeating a **Jem'Hadar** vessel and rescuing **I.K.S. B'Moth** survivors. **Alexander Rozhenko** briefly served on the *Rotarran*, and became the source of much amusement to his crewmates as his inexperience often led to him making mistakes. (*Starship Log: 'Soldiers of the Empire'* [DS9]) **SEE FILES 34, 48, 70**



R continued

rotating modulation

This option on **Starfleet** weapons allows the random selection of a beam's modulation setting, preventing enemies from creating shielding designed to deflect a specific **phaser** modulation. Rotating modulation was used against the **Borg**. (Starship Log: *Star Trek: First Contact*) **SEE FILES 60, 79**



▲ The crew of the U.S.S. ENTERPRISE NCC-1701-E set their phaser rifles to a rotating modulation to combat the Borg.

Rousseau V

This planet is famous as the site of a visually stunning asteroid belt. Rousseau V was displayed on the **U.S.S. Enterprise NCC-1701-D**'s holodeck by **Wesley Crusher** in an attempt to delight **Salia of Daled IV**. (Starship Log: 'The Dauphin' [TNG]) **SEE FILES 43, 69**

Roxo Theatre

A public assembly building in New York City. Comedians, including **Burns** and **Allen**, performed there in the early 20th century. **Lt. Commander Data**

adapted their "Say goodnight, Gracie," routine for his first successful joke. (Starship Log: 'The Outrageous Okona' [TNG]) **SEE FILE 69**



▲ Lt. Commander Data attempted to understand humor by mimicking the act of Roxo Theater favorites Burns and Allen, a comedy duo.

Roykirk, Jackson

A 21st-century computer scientist from Earth. Like **Richard Daystrom**, Roykirk was brilliant, erratic, and driven to create the perfect artificial intelligence. Roykirk's work peaked when his **Nomad** probe was launched in 2002. (Starship Log: 'The Changeling' [TOS]) **SEE FILES 42, 68**

Rozahn, Minister

This **Bajoran** citizen served on the **Chamber of Ministers** in 2370. Rozahn and **Vedek Sorad** met personally on **Deep Space Nine** with **Haneek**, leader of the **Skreea**, to detail Bajor's inability to accept immigrants. (Starship Log: 'Sanctuary' [DS9]) **SEE FILES 10, 70**



▲ Alexander Rozhenko rejected his Klingon heritage as a child, but later chose to become a warrior and joined the Klingon Defense Force.

Rozhenko, Alexander

The son of **Worf** and **K'Ehleyr**, born in 2366. Alexander suffered during his childhood from emotional problems resulting from his mother's death and Worf's incompetence at fathering. As a young man in the **Klingon Defense Force**, Alexander reconciled with his father while serving on the **I.K.S. Rotarran**. (Starship Log: 'Reunion' [TNG]; 'Sons and Daughters' [DS9]) **SEE FILES 43, 49, 70**

Rozhenko, Eric-Christopher & Shannara

In a separate quantum reality, Eric-Christopher and Shannara were the three-year-old son and two-year-old daughter of **Worf** and **Deanna Troi**. The children resided on the **U.S.S. Enterprise NCC-1701-D**. (Starship Log: 'Parallels' [TNG]) **SEE FILES 43, 69**

Rozhenko, Nikolai

The biological son of **Sergey** and **Helena Rozhenko**, and **Worf**'s older brother. Nikolai quit **Starfleet Academy** and became a cultural scientist. In 2370, Nikolai broke the **Prime Directive** in an effort to save a primitive civilization on **Boral II**, by transporting them onto a **holodeck** recreation of their world aboard the **U.S.S. Enterprise NCC-1701-D**. Nikolai became intimate with one of the villagers, **Dobara**, and fathered a child with her. (Starship Log: 'Homeward' [TNG]) **SEE FILES 18, 43, 44, 69**



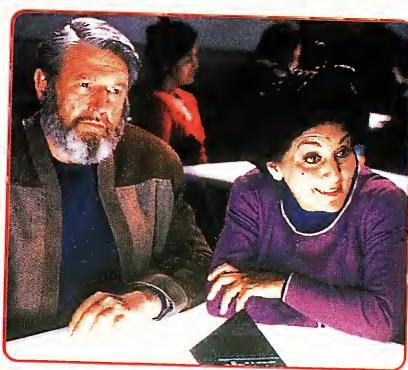
▲ Captain Kirk was able to defeat the rogue probe NOMAD by fooling it into thinking he was its creator, Jackson Roykirk.



▲ Rousseau V is a stunning planet. It lies in the shadow of other nearby celestial objects, such as a beautiful ringed world.

Rozhenko, Sergey & Helena

Worf's adoptive human parents. Sergey served as a chief petty officer on the **U.S.S. Intrepid NCC-38907**, a ship that arrived at **Khitomer** after the 2346 massacre. He found Worf among the debris and, returning to Earth with the orphaned **Klingon** child, decided to raise him alongside his human son, **Nikolai**. Sergey took the boys camping in the Urals, and Helena cooked Klingon dishes. In 2367, they agreed to care for Worf's son, **Alexander**. (Starship Log: 'Family' [TNG]; 'Change of Heart' [DS9]) **SEE FILES 31, 44, 69, 70**



▲ Despite knowing little about Klingon culture, the Rozhenkos welcomed the orphaned Worf into their home. Years later, they often visited him aboard the U.S.S. ENTERPRISE.



▲ Nikolai Rozhenko was not prepared to follow the Prime Directive when it condemned an entire race to death. He threw away his career to save the Boraalans.

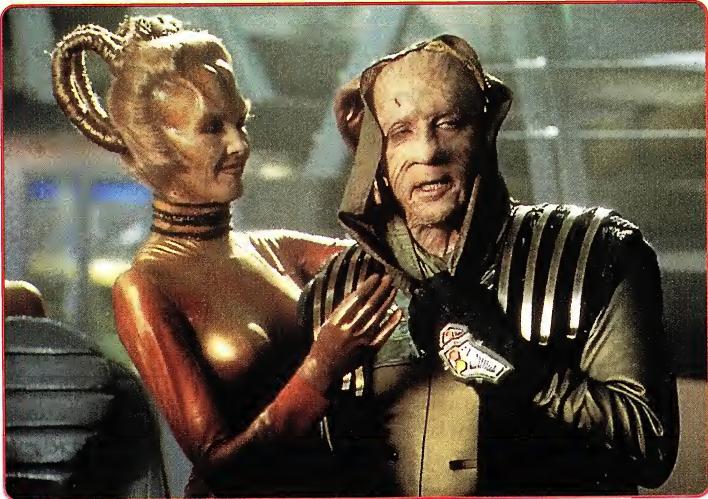
rotating modulation
Rousseau V
Roxo Theatre
Roykirk, Jackson
Rozahn, Minister
Rozhenko, Alexander
Rozhenko, Eric-Christopher & Shannara
Rozhenko, Nikolai
Rozhenko, Sergey & Helena
Ru'afo, Ahdar
Ruah IV
Rubber Tree People
Rubicon NCC-72936, U.S.S.
Rubicun star system
rubindium crystal
Ruby
Rudellian brain fever
Rudellian plague
Rudman, Commander
Rugal
Rugalan fever
Ruji



Ru'afó, Ahdar

The leader of the **Son'a** people from the late 23rd century to 2375. The physically deteriorating Ru'afó plotted to restore his youth and wreak vengeance on his **Ba'ku** elders by harvesting their colony world's regenerative **metaphasic radiation**, with the unwitting aid of **Starfleet**. (Starship Log: *Star Trek: Insurrection*) **SEE FILES**

18, 58, 80



A Ahdar Ru'afó was often attended to by exotic alien women who performed facial skin stretches on his ailing physical form, but even they could not prolong his life indefinitely.

Ruah IV

This was one of the **Class-M** worlds Professor Richard Galen investigated during his quest to prove that all humanoid life shares a single biological source, distributed by ancient humanoids. (Starship Log: 'The Chase' [TNG]) **SEE FILES** 6, 44, 69

Rubber Tree People

These Native American people believed that they were created by the **Sky Spirits** in their own image. Their primary belief is in the sanctity of the Earth. (Starship Log: 'Tattoo' [VOY]) **SEE FILES** 18, 43, 71

D Many members of the Rubber Tree People tribe still retain the ridged foreheads characteristic of their alien progenitors.



Rubicon NCC-72936, U.S.S.

This **Danube**-class **Runabout** was assigned to **Deep Space Nine**. The **Rubicon** was taken to conduct the **Merik III** biosurvey in 2372. In 2374, it was integral in saving the **U.S.S. Defiant NX-74205** from the **Jem'Hadar** despite being reduced to just a few centimeters in length. (Starship Log: 'Family Business' [DS9]) **SEE FILES** 27, 70



Rubicun star system

An Alpha Quadrant planetary group located next to the **Strnad system**. **Rubicun III**, a beautiful **Class-M** planet and homeworld to the **Edo**, is in this system. (Starship Log: 'Justice' [TNG]) **SEE FILES** 18, 69

A Rubicun III appeared to be an idyllic world, with favorable weather and beautiful inhabitants. Beneath the facade of paradise, however, the planet had a Draconian system of justice.

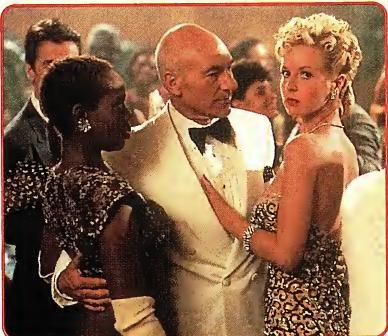
rubindium crystal

An integral part of **Starfleet**'s miniature **transponders** in the 2260's. Two tiny crystals, held 27.2 millimeters apart, are able to produce a laser beam that can cut through solid metal in seconds. (Starship Log: 'Patterns of Force' [TOS]) **SEE FILE** 68

Ruby

This femme fatale in the **Dixon Hill** series of detective novels was in love with Hill. (Starship Log: *Star Trek: First Contact*) **SEE FILES** 43, 79

D Captain Picard was briefly distracted by the character of Ruby when he entered the Dixon Hill holoprogram in an effort to evade the Borg in 2373.



Rudelian brain fever

This medical ailment causes the sufferer to act bizarrely. Miles O'Brien speculated that his wife **Keiko** had contracted the illness on **Bajor**. Instead, he discovered that she had been possessed by a **Pah-wraith**. (Starship Log: 'The Assignment' [DS9]) **SEE FILES** 43, 70

D Chief O'Brien believed that the strange behavior exhibited by his wife Keiko in 2375 was the result of Rudelian brain fever. She had been actually been possessed by a Pah-wraith.

Rudelian plague

This dangerous illness swept the **Cardassian** colony **Pentath III** in 2372. The colony's call for aid was answered by **Federation** ships. (Starship Log: 'Rules of Engagement' [DS9]) **SEE FILE** 70

Rudman, Commander

This **Starfleet** officer served on the **U.S.S. Merrimack NCC-61827**. In 2369, Rudman was waiting to receive a rendezvous schedule from the **U.S.S. Enterprise NCC-1701-D**. (Starship Log: 'Birthright', Part I [TNG]) **SEE FILE** 69



Rugal

This abandoned **Cardassian** boy was raised on **Bajor** by **Proka Migdal**. In 2370, Rugal learned that his biological father, **Kotran Pa'Dar**, had thought him dead, and now wished to reclaim him. (Starship Log: 'Cardassians' [DS9]) **SEE FILES** 50, 70

D Rugal was thought to be an orphan, but was actually a pawn in Gul Dukat's political plot to discredit his father.

Rugalan fever

Jadzia Dax had a very strong memory of the anguish that **Audrid Dax** felt when the often fatal Rugalan fever put her six-year-old daughter in a coma for two weeks. (Starship Log: 'Nor the Battle to the Strong' [DS9]) **SEE FILES** 43, 70

Ruji

This planet was visited by a young **Benjamin Sisko** and **Curzon Dax**, ostensibly to see the running of the **Rujian Steeplechase**. Curzon introduced Sisko to twin seven-foot tall Ruji sisters. (Starship Log: 'A Man Alone' [DS9]) **SEE FILE** 70